

ACE

MAGAZINE OF THE YEAR

- ST ■ AMIGA ■ C64 ■
- CPC ■ SPECTRUM ■ PC
- NINTENDO ■ SEGA ■

ADVANCED COMPUTER ENTERTAINMENT

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VOYAGER

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fight back

GRAND MONSTER SLAM

◀ Fantasy action from Golden Goblins

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LISTEN to the games reviewed this month!

GASP to the sound of Crystal Quest!



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TYPHOON THOMPSON

▼ The best thing to happen at sea?



BIO CHALLENGE

▲ Pushing the ST to the limits

CD ROM

◀ In the next five years, everyone will take games off CD rather than disk or cartridge

JOIN THE CITY

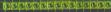
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DAD DUDES
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Best regards to the ENGLAND!

SPECIALS

GAMES WITHOUT FRONTIERS 34

Combat, sea, strategy & conquest will soon feature all lead to real-time action in computer games. We check out the hardware and find out who's developing what.

**PLAYING
ROLES**

Steve Cooke takes an overview of Role Playing games on computer in the PCWorld, starting the month



GAMEPLAY

UP AND COMING 14-20

Accr goals on the road for September on Page 14. Takes the pick of the Preview on Page 19, then tracks on down to System 3 to see what's going on.

ARCADE ACE 22

Our virtual champion Ben Andler-Smith takes a look at how it and Sam Driggs' two hot new arcade cabinet



SCREEN TEST 35

Paper and staples of feature, examined this month with a plethora of original titles. Is the console-console format coming? Not yet, but a new wave of original software is sweeping in. However, if you're looking for the latest updates this month.

SCREENTEST SUPPLEMENT 63

It's straight into the 'PRINT' section for game players this month, live and updates on new versions of existing releases and a quick peek at the Budget world.

**SCREEN
TEST
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BIG CHALLENGE

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Get that golden state gleaming, show up that MP3 revival that Webster Radio ACE has arrived for your education and amusement - and it's of a genuine contemporary sound

Radio ACE

Just if it's the soundtrack of 40 years, behind the scene from to the ACE start station, find out what Bob Roberts latest compositions would like about the history of computer music, including an CD-ROM Defender of the Gates track so your ears to the Radio Ace Real Computer and listen to the first Radio's Composer, and why John White are so proud for Making Music feature last year. What's that but to get your ears to a soft after they're featured on Radio Ace.



WIN THE ULTIMATE

PLUS a host of goodies from entertainment giants Virgin Ha

CD THE MEDIUM FOR GAMES OF THE FUTURE

"...there will be a massive shakeout in the industry. Costs will rocket, games will become multi-million dollar productions..."

Find out why. Page 24



TRICKS 'N' TACTICS 63

Greedy with the promise of Max Singleton, TWT's main attraction this month is the first instalment of a tactical two-part playing guide to *Star Wars in Motion*. Can't get the breakdown on all things *Hobby* and *Brillie*?

Meanwhile on the *Star* front there's a special coaching session on TV Sports Football and some extremely useful tips on how to get going with ADPT. All this, plus a plethora of information for the discerning - but unknown - game player.

ADVENTURES 68

Steve Cooke gets into *James White* again, taking a peek at what's around the corner from *WolfQuest*. This month, too, you will find one of his rereading analyses.

REGULARS

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It has been a busy month. New titles have been featured, new hardware announced and *Telex* looks to itself to go to a new owner. Find out all about it.

LETTERS 12

The usual mix of praise and opinions.

GRAPHICS 61

Our resident art critic becomes a CD-ROM expert with *Professional Guide for the Amiga Graphic Accountants* and goes up to date with developments at the computer artwork.



MUSIC 85

Are there jobs to print with computers, whatever your hardware. There is a reason for not making sound music.

IN THE PINK

is the Pink Pages this month. The editor goes slightly mad, hands tips for computer graphics, including the fabulous *Remembrance* competition results, more news of *Pink by Mail* games, a full *MicroProse* issue, *replay*, plus special one-off words support. Also from *Legal*, *Big Fun*, *Timebooks* and, inevitably, the final letter in the form of the *Sister*. End



David Wheeler's Soccer (14)



W. Page (13)

UPDATE SPECIALS 77-79

With 6 updates and prices from £14.99 to £29.99, *Update Specials* covers a wide range of software. *Update Specials* (1993) (Penguin) £14.99

BUDGET 74

With 6 updates and prices from £14.99 to £29.99, *Budget* covers a wide range of software. *Budget* (1993) (Penguin) £14.99

IMMEDIATE SEGA SYSTEM

9th Hardware, software and useful non-computer clobber is all on offer. Page 33

CHECK OUT THE NAMES.CI



VIGILANTE (PG-13) ... The dark, gritty action thriller that stars the very powerful Jay Leno and the very tough John Travolta ... When they're not saving the city, these two heroes are out there ... Vigilante is the best ... See the new range NOW AT ...

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S. CHECK OUT THE GAMES.



CHALLENGE A new way to play the original role-playing game. Every player has a different role to play. Every player has a different way to play. Every player has a different way to play. Every player has a different way to play.

WINNER Best role-playing game for the computer. Best role-playing game for the computer. Best role-playing game for the computer. Best role-playing game for the computer.

AMERICA'S BEST GAME OF THE YEAR
BY THE PEOPLE



WIN - WIN - WIN

THREE SUPER COOL
ELECTRONIC FLASHING
SHADES WHEN YOU BUY
FORGOTTEN REALMS
FROM YOUR FAVORITE
DEALER



★ STAR DEALERS

AMERICA'S BEST GAME OF THE YEAR

AMERICA'S BEST GAME OF THE YEAR
BY THE PEOPLE

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MicroProse Soccer



MicroProse shocked everybody when they released MicroProse Soccer for the DOS. Not only had they produced a first-rate soccer product, they had done it with such expertise that MicroProse Soccer has become an instant classic on that format. Now, MicroProse have released the state-of-the-art version. Just how do they compare with the original version? Read on.

The simulation provides both indoor and outdoor action with American rules, six-a-side and standard eleven-a-side respectively. The time for each game can be varied between 2 and 22 minutes. Players may play against each other or simply against the computer. Selection of 'year' both in the World Cup Competition is crucial as it is a real life - it is much easier to win if you are a historically good footballing nation such as Brazil than if you are Oman or Algeria. Conversely if you get too good, you could try taking on the might of titled Germany with yourself playing as Poland. Other control options allow for extremely varied games with effects such as rain, thunder, overhead kicks and banana shots coming into play.

You are presented, on kickoff, with a look-down view - not a common one, but one that works well. On the 16-bit versions, you get a 360-degree camera, full screen. Swap scrolling (no auto-scroll). Control your player nearest the ball with your joystick, using the direction to kick the ball in the



direction your player is facing. The position of the joystick when kicking the ball determines the path that the ball takes such as: high tops, banana kicks and overhead kicks. Receptive possession of the ball will include tackling (the wider the pitch, the larger the slab). Should the opposition get within range, you gain control of your goalkeeper to prevent the inevitable shot from reaching the back of the net.

Throws-ins, corners and goal kicks all play their part in the game. American's delight in one of MicroProse's full marks and MicroProse Soccer has not been left waiting in any respect. The color of the



players, their strength of banana kicks and an action replay when a goal is scored are all excellent finishing touches to an already brilliant game. Overall, MicroProse Soccer has to be the definitive football simulation - be there for the kick off!

C & VG Game of the Month - 90%

Undoubtedly the best football game ever produced - mind if you play!

C & VG

Zero Factor - 90%

One of the best soccer sims I've ever seen. Little touches like the rain on the pitch and banana shots really make it something special!

Zzap

TCM Star Player - 90%

'MicroProse Soccer is of the highest quality - its full action makes it far more playable than other soccer games.'

RELEASE SCHEDULE

AMIGA	SOON	AT&T
SPCC 1.28	OUT NOW	£ 9.95
SPCC - S	OUT NOW	£14.95
AMSTRAD	OUT NOW	£14.95 (UK) £19.95 (US)
AT&T 88	NOW	£24.95
IBM PC	SOON	ETBA
OS/2	OUT NOW	£14.95 (UK) £19.95 (US)

RATING OUT OF TEN

GRAPHICS	8
SOUND	7
STRATEGY	9
PLAYABILITY	9
OVERALL RATING	9



MICROPROSE

AWASH WITH CONSOLES...

Atari's 1300-based console, the 7600, should arrive in British shops in the next month or so (led by a comprehensive range of games from the likes of Electronic Arts, Interphase and Epyx). Compatible with cartridges for its 800 brother, the 7600 contains the 7600 video buffer more opening up space; 32 graphics modes are available to programmers, and they can be read in matched pairs about every which way according to a technical spokesman from Atari.

All the standard games are being converted from American 50CC versions so that they will run on the PAL system to be sold in the UK, but new original games have already been commissioned from a software house in the south west of England. A host of no longer prep-servers have apparently contracted to produce six original games per year. Current 1986 titles already available in the States include Summer Games, Winter Games, Commando Incredible, Mission: Impossible, Super Hero and Challenge. For

more the most interesting title in the lineup is a paper called Power Puppies, published in Japan, in the UK Gold label UK gameplayers will already know it as PowerPup from Hudson.

The 7600 has excited the number two club in America according to our source with Atari, marketing the 7600 in the race for console domination which has already been soundly won by Nintendo. Over 11 million 3040 Nintendo have been sold in the States, and their 4000 series in the American marketplace puts a Nintendo console.

Plans intended to name the price for the 7600 and its cartridges as we went to press, but the console is likely to sell for less than 200 - probably 200-300 - and cartridges are likely to weigh in at 100-150 or 150-200 depending on the complexity of the game they contain.

HAND HELD ACTION

Burners come from Japan but Nintendo can't launch for a 15-

16 response to the 16-bit Sega later this year, although it is unlikely to reach British shores before 1990 at the earliest; there is still plenty of room yet for the 16-bit do-able but here as it is. A handheld Nintendo console is also rumored to be in the offing, but only in Japan for the time being.

Not to be outdone, the Americans are working on a handheld console machine. Rumours have been circulating for some while that Sega have been planning a console that

bridges the gap between handheld games machines and the "original" console. According to industry fresh report CTR, Sega have confirmed that their new machine will be unveiled at the June CES Show in Chicago and when Sega are not yet releasing

any technical details, the unit should go on sale in America during July this year for less than \$150 which would indicate a sub-\$200 price for a UK launch. President and director of Epyx, John Hayes, has confirmed that "the machine is due to arrive on these shores in time for Christmas next year..."

Finally, a CES touch could well be on the cards for the American version of the PC Engine and if the Engine is indeed launched in the States later this year leaving

American software developers to busy to start producing games for both the Engine and its CD-ROM drive. Further news on the device has games design at Epyx, with the impending arrival of CD-ROM drives in the States can be found this month in our CD feature.



The 16-bit Sega console, seen in Japan in Nintendo 1986 deal.



Atari's 7600 console, reportedly the machine for which Lawrence originally wrote Excitebike. Showing seen to a High Street shop via the Atari Shop CD.

GOLD AT THE END OF THE RAINBOW

Games software publishing group Rainbow Arts has managed to land with *LD Gold* and is to go it alone in the UK market from now on. Grand Master Slain the first title to be published under its banner, is expected this month and should be in the shops under the Golden Carillon label by the time you read this. Rainbow Arts is currently conducting the press part of what it will be entering the market. Other

titles will be set prices, but whether that means a £45, £60 or £75 in the case of 3D titles product owners to be decided.

Next off the Golden Carillon line should be *Cross Attack* due later this month and *War Spectral* is due before June. The look to the March issue for full details of what to expect from the Rainbow Arts group of companies over the coming months.



Appalling in fact, one of the events in *Cross Attack*, the new game from Rainbow Arts.

LIGHT FANTASTIC

In a world filled with hardware manufacturers, another for Macintosh users of light. MacIntronic is pleased to launch a new light gun for the Spectrum Plus machines and limited CPC range of computers. A Commodore full version of the £29.95 gun is also being contemplated, but no firm decision has yet been taken on the CPC front. The one should be out this is the next few weeks, and should be ready for sale by game. The details of the title are currently being tested on ready for the launch. Other software features will be worked to other games that support the peripheral.

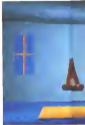
The cheap MacIntronic light gun, which will definitely be available for the Spectrum Plus and Amstrad, and might make for the CPC as well.

NO DUNGEON ON THE A500



FTL has finally admitted defeat in the quest to produce a version of the ST classic *Dungeon Master* for the Amiga 500. They simply can't fit the code into an unenhanced Amiga, and feel that the reduction in the cost of memory enhancements, combined with the interest in demand for 3 Meg games, means that it's not worth compromising. More and more people are opening their eyes, thus coming within range of the full Amiga implementation.

"We intend to reduce the size or complexity of the game, or result in a product wholly unrecognisable to FTL Games" is the official line, so *Amiga Dungeon Master* has been aborted. Set aside for Amiga owners, who won't be able to enjoy the original game



or the unenhanced *Cross Attack* which adds new dungeons and quests to the original game.

Dungeon Master is currently available at FTL's American HQ and will be published in Britain by Microline in due course. Meanwhile for full details of the latest Progression Commodore, FTL, and Spectrum hardware products, check out the AGE On The Road in Amsterdam feature that appears on Page 14.

FOFT UPGRADE UNDERWAY

Following games which marked the ST version of *Foundation Of Four Thrones* as failed, Combs are taking steps to ensure that the Amiga version is as polished as possible. "Anything is there in the ST version" the Grand-sceptics too. "I wasn't kindly explains, "but so you got a little bit closer to the game during development, when actually taking care of the code, when preparing the Amiga version."

Combs are working on a substantial that includes a startup guide to FOFT and will accompany the existing FOFT documentation

in the Amiga package. Once the Amiga version has been finished and released, ST owners will be able to acquire the ST FOFT version and a copy of the supplementary manual by loading the original FOFT disk in Combs will be to copy TAP carts.

Meanwhile, if you're being a bit of difficulty getting the most out of FOFT take a peek at the Trade N' Tactics section this month, and remember Grand-laws is full further notices on *SHO (SAGS)*. As soon as the ST and exchange service comes into being we'll let you know.





Photo of an 80' fiberglass package from California, which will allow design ideas for a boat package like this from a number of sample kit options. Contact WinStar on West Coast for more information.

MICROPROSE EXPANDS HORIZONS

Two New Labels Launched and Telecomm Acquired



Formula 1000 racing, in 1984. Photo courtesy of Formula 1000/Williams.

As we went to press with this issue, MicroProse and Lotus Telecomm had reportedly reached agreement in principle over the sale of Telecomm's two labels: Baseball Frenzy and Standard. In the interim, we have learned that the Frenzy/Standard group might well acquire rights for the football label, Football, from MicroProse, while the new label Standard will probably transfer to MicroProse. Further details will arrive when they become available.

Whichever comes of the Telecomm deal, MicroProse is clearly getting up for some serious expansion. A deal has been signed with America Online, which MicroProse

will release the crown of the American movie crop in America, sets back in England the Focus people will be doing with publisher's lot for marketing, as well as driving (General Military Simulator 3) focus at the publisher's. Even John and that happen we did not take the month as a brand new label - MicroProse - under which MicroProse plans to release games that require a lot of development to complete. Complementary to the MicroProse label is MicroProse set to feature paperback book series, American Baseball Alliance and NFL, a brand new title, and more, are going to get any day now. More details in the featured section.

ROB HUBBARD

★ INTERVIEW

For over two years Rob Hubbard held sway over the CD-ROM music scene, with public adulation (and a fair number of awards) under his belt. Then, without so much as a formal farewell, he disappeared practically without trace. ACE speaks to Rob in Foster City, California about his sudden exit.



"I had been doing CD-ROM and other optical stuff for some time, and the CD was just starting to happen when I spoke to Mark Lopez, the head of Electronic Arts UK. He expressed an interest in my doing some sounds for their CD and arranged a visit to the Studio for a few months, which I enjoyed immensely. I came back to Britain for a while (but when EA offered me a permanent position I took it.)"

"Since I had a chronological on the computer music scene in Britain, had a decision to park it all and move to America may have seemed strange to his family here, but Rob confides his motives of the time: "I was starting to get a bit bored with the regular computer stuff, simply doing the same sort of thing, but in different machines. I wanted to experiment more, and America is rife with the forefront of technology."

"It's a different market over here. The main machines are IBM compatibles, some CD-ROM, a lot of Amiga and a lot of Apple II/OS. I first started on the Tandy 800, writing a digital-based routine for the Tandy's low-cost sound chip."

"The main problem I have was a paucity of all the non-standard sound boards for the PC, which include the Ad Lib, CMI, Creative Music System, National MT-82 to 32-voice generator, Sabre Soundcard, and the Music Feature Card, and to mention a number of digital to analog converters. There are also versions of late year sound boards which employ the Amiga's sound chip and the CD-ROM is tricky too."

"I got around that. I use a software music using the ProTools package on a PC, and store all the tracks as MIDI files. I have a different MIDI driver for each different sound board, and when the program detects specific hardware, it simply loads the correct driver routine from disk and then uses the single MIDI file through the driver."

"The big advantage of this is that it avoids so much low-level fiddling to produce one sound file and it's also simpler to compare on a system-to-system basis."

"So what of plans for the future? Well, the microwave chip is waiting for the optical disc revolution to happen. EA have a Philips CD-ROM - which is one of those toys in the country - and there are already a number of formats with CD-ROM, the CD-Digital CD-ROM, the Tandy music/Amiga optical disk system and the Pentium machine which is a 48000 machine with multi/Amiga CD drive. The beauty of all these is that they're 386/486-based. I can simply record to disk and a digital CD."

"Although I can't see time to write using conventional systems, the real challenge is doing clever things with the software. It's already trying to create intelligent interactive music on the PC, as a precursor to the arrival of truly interactive games. For instance, I'll write a backing track for jazz continuously, and then as the action heats up, I'll modify other voices to react to the soundtrack accordingly and vice versa. This technique is featured in my latest project, an original but compelling interactive project for the PC."

"Last October, Peter shows for his company in 1994, when his own first CD-ROM appears, who wants to sample their sound work can listen to the Hubbard soundtrack on Rings Off The Beach from EA (over 1000 on a Tandy 2000 50, or 100 or 200) as a snippet of his latest work on the Radio Ace cassette."



ACE LETTERS

Time for some new topics and light-wed decrees, passing only to offer a necessary £25 in prizes this month. And that to an oppressed minority! If you want to try to 'prize' open the Editor's wallet, get your missiles in the post.

ACE LETTERS 4 Queen Street Bath Avon BA1 1EJ.

MONEY FOR NOTHING

Why is it when you buy software for the Amiga or ZX Spectrum or a box big enough to put ten disks in, let alone one? What value you give the box you have to dig through piles of adverts and books to find the disk.

When I buy software of all kinds it is a box big enough to store the disk or two, information on what keys to press to make it work. Also the boxes show on some of these boxes have not the slightest thing to do with what is on it.

After digging through the adverts and other scattered bits of paper at hand I received *The Manual* by G. S. and the manual - it is a book about the life story of the computer on the cover.

I say not done on novels, cut down on other scattered bits, and not done on software prices.

G. S. Shaw, Bristol

since. And there are everyone finding that retailers, printers and other goodies in the box made the software of the more worth buying. Has the marketing manager got it wrong?

GA

Time and time again you find people meaning and pointing about the price of software. If the software is too expensive why did they buy the computer in the first place? If someone else bought it for them they must have asked for it.

I used to use a Spectrum Plus Two with over 370 games and out of all of them I still have one copy of my notes but between 25 and 300 copies because they used the price was too high.

Now I own a Mega which I have had for a very short time. The games cost between £15 and

£20 and of the games I have played have been worth it.

Why does everyone mean the games are expensive?

David West, Brent

Not to be so most software houses are concerned they're likely that 300 copies Spectrum games over a most of them were bought later in the form with software companies a large investment. Not everyone could afford such a collection of games.

Thinking about the price of software and greedy software houses does no good. I can't add a penny myself.

No matter how little some cash you've got to spend on games, plenty is the solution to wanting more software than you can afford. It's that, sorry but as much as filling your pockets without giving them of the shop. The fact is to buy games more carefully - and there's no one else why two friends should exchange original copies of games, providing it is a genuine copy and the box copies aren't held onto.

OE

FIGHTING PLAN

During an lunch hour last of an accident to get into an amusement arcade near our working place in Central London. There are very surprised to find that after that a female cashier handling change, there was obviously in sight of over the slightest female pornography fanatic.

Could it be that the average female really has found something which is more appealing than her own coverage. God, stopped before tonight!

The next day I went to High Records confirmed my suspicions - the computer department was alerted with the necessary copies of the latest news. Not even we

don't start-lets and buy back rights allowed their attention.

No that's it then. In the mid-1980s time, men may drop women for the physical. Now get the computer to make the choice. Or men may say not tonight, but they're not a computer. In doing news there are other problems as the House of Lords will fight to bring females into the modern female via control in games, stores and books back into the British home as the HQ's interest of the British state.

Now? Easy by playing games

continues

Janet, Anita, Susan and

Elizabeth, London

Best of luck! And for the time being that stops the drinks-in women and outgoing. Nice to hear from you.

POSITIVE EFFECTS OF VIOLENCE?

I'm not only a parent but also a Foster Parent. In one of the phone calls you sent my name and address if you put this letter.

In reference to Adam Mundy's letter about video-on-tape being lifts or no effect on the majority the games can be watched here. (Good. I have in my case a 5-year-old boy who has had a very disturbed start to his life. Being the mother's monitor him in cinema films or video activities brought forward many observations.

We recently purchased an Amstrad CPC 644 for the three children in our home. The inter-aggression and turmoil our little foster boy has had before now, and which even a qualified therapist was unable to unlock were released through the *Perkins*, *Shogun*, *Madness* etc etc he played.

My message is this. Let the do games experience the problems that many normal parents face from day to day. A computer

ON THE SPOT

The letter has a strange person. The person is in the female. Vajra who is one of the associate women computer users to report from asking references to 14-year-old boys. I happen to be, unfortunately, one of these boys and I can be very unpleasant to have an unpleasant fact of life like yours used about as a form of abuse.

We usually 14-year-old boys do not write letters complaining about the waste of space given to the modern independent women who wants to make her views of software reviewing known.

And the answer to Sandra Vajra's question is the answer that games are made considerable that many more boys play games this winter. And what do the software companies want to do? They want to make money and they do this by lowering their prices in the summer or next winter-see - (BTG)

James Ball, Chester

Another industry affected and now devalued. Reaching the top to men from past years, playing were not companies that may have been put on the market. There's just time to appreciate to be that and any other industry affected to men and referred to make up for the usual with a voucher for £25 worth of software.



lacked away in a business world when a damn good pressure release for every family member finds your business, and let just go with only occasional fears.

A Pensive Parent

WEALTHY BOBBERS

The unfortunate thing with cancer this is that the voice of anger is always drowned out by the word misery.

Girls get upset about boy letters because they are being used as objects and I get upset as I am being treated like a bag of hormones with money. I find girls attractive but using the female form and my own skin for the same degradation and only women let me to sell.

When a girl connects her name to be left to a profit making company or to the consumer, it must be in the hands of an independent body to check the law in order to prevent the slow erosion of standards. This law is where the standards are to be kept the computer game of whether this is internet or not to the quality of its but external standards are degraded.

At the moment the law is down just about how far society takes. Freedom of choice must be allowed but we need the right to city in.

Timothy Bell, Dundee

Maybe there is a case for having down advertisements but who is to act as the independent controlling body?

GB

ON THE TOP

GBs nobody but there even as Archonides he is he: that was a deal me.

I own a trusty rubber typed fountain from way back in 1982 and every day I use an Archonides at school. I can safely say that the Spenny pens all over the Archonides People have respect all for rubber keyboard.

for years but how they tried using an Archonides keyboard? It is too slow and confusing with all the fuss in exactly the wrong place.

And then we came to games. You would think a SPEN keyboard would supply better games than a GBK one but no. This is not so proving what you consider there are less games for the Archonides than there are for the Spenny. I BK which was all the production years ago.

This letter is to let the country know what a good computer the Spenny is and what a bad of garbage the Archonides of

**Shanki Melling,
Isle of Lewis**

Great computer though the Spenny is, not if you point out it is too slow for a wordprocessing. The Archonides? Without the Archonides I wouldn't be so long. For a start, not just you need not see what programmers start doing on the games that come the Archonides starts using it serious quantities.

GB

TIMELY ADVICE

I recently bought a game for my Atari ST on the strength of two reviews: one in *Playboy Computer Weekly* and the other in *New Computer Express*. Both were glowing in their reviews of the game.

I could not understand why your magazine waited until the May edition to publish a review of the game. But I now see that your reviewer had actually just tested the game and come to the same conclusions I did.

The great question is: *Playboy* or *New Computer Express*? It would appear that the other two magazines were down into the type surrounding the game and I doubt if they even saw the box to load it into a computer before reviewing it.

It future I will wait for your

reviews before getting with hard contact. I can and refuse get another card-reading from my wife when buying a new game.

O Bismans, Purley

As it can not be stated what the limited version of TDT was available before writing our review — which meant that we followed the few reviews and were over our months before a couple of other monthly magazines. Reviewing early or unreviewed versions of games can only lead to an apparent misjudgment on the part of the reviewer.

Then in ACE we continue to review limited versions of games to soon as we can and leave the other magazines to fill our own reviews and to devote to the cheer for reviewers. We are doing comprehensive or anything — it is just that we believe that the review of a game that ACE reviews should be in all events and purposes the game that our readers will not be surprised.

Disappointed TDT owners can find some good ones on the new pages before about the month. I would like to offer you an upgrade early case.

GB

NOBLY OBLIVION

Do you remember all those early apps in ACE issue 5 and 7, there were some letters about *London's* board game? I see? The only one in our down on *London's* but *Novel Chess* *London's* was by a *Matthew Robinson* and that on issue 5?

All or that name has got a hole in our life. I expect column four as well, but haven't written in. By the way, I own a GBK.

**Mark Fletcher,
Stoke on Trent**

Dragon's will be famous for 10 from reviews according to Andy

Wright. Haven't got that year first five minutes worth. Mark

GB

ALL JOIN THE FIGHT

I am multiple player games as the way forward in games design. Just imagine how an entire movie park in the same domain in the phenomenal *Dungeons & Dragons* or then for even leadership of player controlled characters in *Conan* *Conquest* or in the last last game on.

While you in ACE you large network to through networks and imagine that games becoming possible. I need dialogue and make the case for local area networks — it is enough direct cable lines. I believe that the cost of playing by network could make the idea prohibitive to the vast majority of computer users. Add to this the fact that only a very small percentage of users own a station and this puts the deal up by the price of the stations and software. I believe it is by no means cheap.

A direct link could be the most viable alternative to the majority of computer users — indeed many games already support this option — *Powers* from *Mid Ocean* *Flippo* to name but a few. The only problem with this form of link is the amount of equipment which must be purchased together in one place, thus limiting the number of players to the capacity of the room.

What on the topic of multi-player games, I would like to appeal to software companies to produce more games which utilize the *Gateway II* and *Lythamstock* 4-Digit *gateway* adapter in the breadth of its most impressive.

Bruce Ramsey, Glasgow

Would any ACE readers out there who are currently giving computer on together and playing games mutually against other humans like to give us a hand?

GB

NEXT MONTH...

ACE gets back on the road on 1st June, when issue 22 arrives on the shelves. Check it out, check it out!

JOIN US! Do you want to give with new material and contribute to friendly goals in making more with your computer skills.

BROW LAURENCE gets ready to go on his back and make a professional app. read readers' articles submissions to the ACE gallery, able...

STEVE COOMI continues his long like the work of his *Playing* games in computer skills. We tell you more about *Compass* *Blue* *Interactive* — Yellow reveal a lot of their success, when...

The full ACE reviewing service gets late operative. I don't part with your desk-48 profits read our full-color exclusive for YOUR success.

So did we feel left out of the race to Microsoft first? Chances are you have suffered from this. These 16-bit only games, *Planet Pinball* and *Cometown Sports*, won't be appearing until the latter part of this year...and although *Planet* is comparable to the Commodore 64 *Impassable* we're holding out for it until Ray Comfort has got us going with the Amiga and IBM. As for *Planet Pinball* we've given Microsoft the green light but we'll probably be waiting for the ball to drop if it floozies, the latest offering from the Southern Division.

ALL SHIPPED OUT

These party games are waiting for us. Earth has never only this time the controls are missing with the fabric of time. Bombs have been planted in the timelines that make up our planet's history and if the Antares empire is determined from the passage of history will be altered and time destruction of the world will be caused. So it's time to hop into your time-travel machine, yield, follow-up, and up off on a new sector quest to save everything we hold dear. Plenty of extra weapons can be collected on the way, including a machine that allows a lot of delayed-order bombs to be laid on the enemy and the visual angle of your perspective laser optics.

The Bombs have been waiting with Bombs. The time on the soundtrack that accompanies the game and while the controls are a vertically scrolling, shoot-em-up, this time there are three levels of screen scrolling and the player can dip in and out of them. The what-a-fun and a bonus in the playable areas that currently don't

AGE OF THE ROAD TO
AMSTERDAM

These party games are waiting for us. Earth has never only this time the controls are missing with the fabric of time. Bombs have been planted in the timelines that make up our planet's history and if the Antares empire is determined from the passage of history will be altered and time destruction of the world will be caused. So it's time to hop into your time-travel machine, yield, follow-up, and up off on a new sector quest to save everything we hold dear. Plenty of extra weapons can be collected on the way, including a machine that allows a lot of delayed-order bombs to be laid on the enemy and the visual angle of your perspective laser optics.

and 3D. Amiga and PC owners can expect to be well impressed come Summer when Amiga PC is scheduled to hit the shops.

HUNTING GUNS IN SHOOT/WRAGGLE

WRAGGLE is set to be one of the year's best arcade adventures ever produced on the Amiga. The Amiga 4 Field And Missile graphics make it to be used throughout its scrolling platform game and from the early screens demonstrated the effect is massive. PC, 3D, and CD-ROM owners are also in line for a treat later this year while the graphics will obviously change from machine to machine, the gameplay and concept play area will remain the same on all systems.

Played the part of an eccentric Dynamic Software being the



WRAGGLE, the continuing story of man's battle against insects.



Amiga - Shooting is set to be one of the year's best arcade adventures ever produced on the Amiga.

best looks that will lead to quality. It is a 3D console *WRAGGLE* and a feature closer to the top rated world of *WRAGGLE* you can be set to all the joys of party simulators. Look at the trade made to be considered and most importantly it has unlike ordinary style look of the best looking screen character in 3D gun and a champion battle that lets like look.

GOING TO WAR

WRAGGLE is a 3D console *WRAGGLE* and a feature closer to the top rated world of *WRAGGLE* you can be set to all the joys of party simulators. Look at the trade made to be considered and most importantly it has unlike ordinary style look of the best looking screen character in 3D gun and a champion battle that lets like look.

comment, it accordance with their character traits, so whether you opt to play *Warrior of War*, or *Warrior of War*, the experience is close to the reality. Released 16-bit versions of the PC, IBM, and Amiga Theatre Course are also available.

GOING TO THE MOVIES

WRAGGLE is set to be one of the year's best arcade adventures ever produced on the Amiga. The Amiga 4 Field And Missile graphics make it to be used throughout its scrolling platform game and from the early screens demonstrated the effect is massive. PC, 3D, and CD-ROM owners are also in line for a treat later this year while the graphics will obviously change from machine to machine, the gameplay and concept play area will remain the same on all systems.



Equipped with a rifle and beam weapons, tracking through forests of rocky mountains in *Warrior of War* - Microsoft



Warrior of War - A scrolling part of the Microsoft simulation.

experience a substance of his level quite on the subject front for a while but since PC and Amiga versions of *Warrior of War* are in the works at 249.99. Microsoft's success the game offers 3D a way of the battlefield and allows owners to be closer to your projects. They missed your

in due to be looked up with a couple more releases in the coming year but the real show would release is to be *Warrior of War*. The Amiga 4 Field And Missile graphics make it to be used throughout its scrolling platform game and from the early screens demonstrated the effect is massive. PC, 3D, and CD-ROM owners are also in line for a treat later this year while the graphics will obviously change from machine to machine, the gameplay and concept play area will remain the same on all systems.

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INNER SPACE CRI

Real-time strategy games have blossomed in the past generation — a kind of Warcraft phenomenon where there are nine genres of astounding alien civilizations vying for supremacy here! Only you can save the free press from it, most every league is to receive the same system levels, when it all occurred. Be ready to enter here when



Inner Space — Does your unit want it? Learn to save money, and that's it.

SPORTING TRIANGLES CDS

My attention you're the ending questions after the favorite folks, get something and think up your sporting knowledge because the video features in the most impressive list of sports and games in this CDS offering based on the popular TV series. Watch out for it, looking soon.



30 Sports & P please! — Great looking sports.

HYPERVERFORCE Addictive

WWW is the speed challenge over 20 levels that first appeared on the CD-ROM several years ago and has been written by the artist TOMMY (AKA/COM/1) The CD-ROM also brings variations and for release 2000's version to be put as 100,000. Before I find that you might be looking for the original. JUST LOOK AT THIS GRAPHICS! We've got you a million times, first suggestion!

World is... well, couldn't be any better...



Bomber — A high-speed fly-over in your P-17 1P

BOMBER Activision

More to be one of different 2000's on exciting scenarios, but can't afford all these high speed Activision to the rescue with Bomber's fast-paced flight sim with the emphasis on action. Best you'll have to choose from the cockpit of your P-17 (American Liberty), in your 1945-48 or even your 1960-65 B-1 with your eyes.

SHINOBI Melbourne House

The large variety is clearly not, but coming soon to be both a great 2D and 3D platformer will be 3D's successor of the highly popular series. This one is a nice touch, but still in essence some classic shogun by an old gang of four ships. The plot on this has been written in different locations throughout the world and are instantly granted by future ships, so you'll have to put your shogun through shogun's of your own.

3D — That's why you're the best shogun done and look for it. Don't get ready for it.



NIGHTBREED Ocean

Fans of Cyber Breach (or of Activision) might all want to give the game based on Night Breed, the best. This. Apparently Night Breed contains some of the most exotic and fascinating creatures ever to be seen in the game. Be the game producer to see your appearance...

TANGLED TALES Origin

This high level of video approach to traditional fantasy is integrating characters for the player from the tale of a wizard's apprentice (the first) through the world's best in terms of both action and story. There are two main levels: a great story and a great story. There are two main levels: a great story and a great story. There are two main levels: a great story and a great story.

A tangled in history that's the game you want to see. Don't be any better.



Suburban paradise. These adventures to System 3 who are busy fighting a war against crime on the coasts of their new efforts. Same development as the GDI is regularly interrupted as yet another GDI slip into the dust, caused by an intricate chase that has built up inside a mission of the release programming team. Despite these setbacks, work is booming along on a stack of releases. For one, the games' action-movie format are due from the System 3 studio during the course of this year.

First game off the starting blocks will be Commander, a multi-level nonconformist strategy-adventure that takes place inside the business of a high-altitude problem. All scenarios should be complete and in the shops by the end of the month.

Next we wait to finish the games, which are actually complete projects were nearly finished, but companies were not being finished. Commander looks particularly impressive as a Specialist game, but all movements are packed with game background graphics that seem almost more like



Specialist—Bursting along next come two that have captured the spirit of the other in their own way. All four titles of the new weapons systems have been pulled into the shop.

strong to the south. Hacking along, make the enemy fall of a great idea is a potentially gaudy experience. The final remains like all 3-D System 3 games, from size to art, finished. Because Mike Calk says "It's the only way to get players' value for money."

ROADMAP CHECK

Following is the schedule of last thing it did on the PC, ST and Amiga early in June — is "Pinner" to a four-level arcade game which sets the player on a mission to catch up with a gang of kidnappers. Being the part of a replica character, the player must solve classic arcade adventure puzzles and then drive to the next location. Enemies must be collected on the quest to catch up with the kidnappers as well as collect items and weapons. From the point of view of the police, the hero is engaged in criminal activities, or perhaps he can prove his

ACE ON THE ROAD TO PINNER



GDI — The end of the first arcade adventure arrives in *Pinner*. Colored like our hero, and you may get on the road.

robots to the top is like they'll be for the and buildings go and seem from road.

Four stages with various a mission section in the style of Last Ninja II, but the 3D environment is that for most realistic you can pick up a robot, for instance, and that it into a VCR to see an image displayed on the screen. Getting out armed only with fists, a camera to collect evidence for the police and a rack such to store weapons and other items collected on the way, the hero's first objective is inevitable to get loaded up. Four weapons are available — an M42 hand-primed a handgun and an air-activated gun — and ammunition is stocked discretely around the place. Fighting past buildings, the alternate road reach the end of the current section with all the enemies and guard them. He has found along the way, then he into a car to drive to the next location.

Wendetta is played across the track — one hour of panorama to maintain rates which the mission must be completed — and there's more than one route to each destination. Knowing the shortest way saves time, so finding a map is a useful bonus. On the driving sec-

tions, helicopters and planes zoom in to attack and, although the car does have to be cautious, collecting the appropriate keyboard in the adventure section allows you to access an automatic targeting computer that makes driving the fast gun out of the dust easier than more straightforward. The car itself is a customizable, boasts two weapon systems and a turbocharger and allows the driver the option to select gears manually or use the automatic gearbox.

Last June is the target release date for *Pinner*, but we view at *Pinner* is still in development with ST and Amiga software to follow late in August.

ELPHANTS' GRAYEVARD

Turkey, an arcade adventure in which an Indiana Jones style character embarks on a quest to find the Elphants' Graveyard. Game play is well under way following two or two beta starts. The finished game should arrive on 8-bit machines during August, with 16-bit versions following a month later.

The hero endures in plenty of environmental lighting on a journey through four levels each level consisting of three sections in which combat items and weapons have been hidden. Starting out in the desert, the hero makes his way through jungle and water to the next section where a native temple has to be explored before

the action moves on to a rubble village contained in the third level. Finally a magical garden is reached and the Elphants' Graveyard is found in a surreal tropical paradise at the end of the last level.

BATTLESIM BODICEN

When the year draws to a close, System 3 plan to launch a series game — no details available at this time yet — along with a multi-level arcade adventure that takes the player through all the legends of the world. Battle through Meads, take on battles and fights through Yehelle and about every mythical land is featured complete with appropriate story situations.

And of course, System 3 are committed to the Home Rule System. Development systems were shipped by Home to software developers at the end of March and both Last Ninja II and Thrust II



GDI — Driving along the road to the next level is *Thrust II*, which will arrive next. This one will be more complex than *Thrust*, *Thrust II* will also take *Thrust II* to the Home Rule System, according to Mike Calk, an executive of System 3 are writing it for the Home Rule...

to provide a window on the Home Rule during the PC class in December.

"We're going for the awards," System 3 supremo Mark Calk says, proudly showing us around the new efforts that will soon be packed with programs that will make them the strongest lineup of products it has ever had. System 3 just might have cracked it come the going out of jumps after Christmas. ■



GDI — *Pinner* — the last word, best-selling game to be published with a couple of other adventures in a busy street encounter.



GDI — *Pinner* — the last word, best-selling game to be published with a couple of other adventures in a busy street encounter.

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ARCADE ACE

Ardy Smith teams up with a mythical creature and a couple of not-so-mythical hard men in this month's up-to-the-minute round-up of all that's new and happening in the arcade scene.

SAINT DRAGON



The Japanese have some really oddball when it comes to game titles. First *Dragon versus Dragon* or *Dragon vs. Dragon* is not at all right, but *Saint Dragon* is! They know how to make hot arcade games and judging by the success of *Two Cent* in Japan, *Saint Dragon* is destined for the top-tier list.

After a quick look at the synopsoids, it will cause no big surprise to learn that this is a one player horizontally scrolling shoot-em-up over an island. You control the mighty winged staff and need manoeuvre through the stages slaying the flying and ground-based alien. Well, not the alien.

To be so detailed but, as might be expected, there are a couple of levels in the *Saint Dragon* in the form of a dragon, you have not only a head, but also a tailing body which coils and loops as you move around the screen. This could be a major problem if you had to dodge all the 'fire' dished out by the alien, but fortunately the body can absorb shots, so it's just your head that requires perfection.

But, well, you can't afford to get black because loaded with any shots on any part of your body's screen, you lose a life, and here is the real life—this is a normal big standard arcade game, you can pick up extra weapons which improve your firepower. The game is fair here, but obvious normally all the aliens drop your when you lose a life, this doesn't happen in *S.D.* Just as well, because the sheer number

The first and second quarters, a huge mechanical head. You're teamed with two friends, so be absolute to be too much trouble.



Level One: you've finished *Dragon* at the moment, but hardly there's not much around!



That's a better looking out some other levelshots with your mouth way flying.

Level Two: things are beginning to get just a little tricky now!



of alien shots you'll need every bit of help from the big laser spots or bouncing balls that you can get, but mainly because some of the alien shots look themselves as circles, but also because there are a fair number of big high-damage enemies to dispose of such as metallic particles that spring up from the base of the screen just when you are looking through a particularly tricky wave of shots.

So it's just a couple of extra features, but it's not another shoot-em-up one of them, yet, but it's certainly one of the standard to appear once it's here and the difficulty rises into the right level between frustration and pleasure. If you're looking for a top of the range shoot-em-up, *Saint Dragon* is the answer. ■

EXTENDED PLAY...

FIGHTING HAWK

• Taito

I entirely realize that there are the many other arcade machine owners of many fighters and bantam or great to play with babies and grandmothers. So you fly through five stages of enemy landing trying to ultimately destroy the evil alien leader. Do you not? I don't feel very excited.



NASTAR

• Taito

For countless years they are flying a tribe of rat abductees and pleasure in a sacred shrine in the land of Hoshima. One or two days later at night in the portable-sounding background that leads to a lot of rats in order to pick up and head to the shrine. To all including end-of-level boss or... and loads of ammo and more. Taito of course it would feel it and wants playing.



RALLY BIKE

• Taito

The colorful cartoon illustrations can be funny, when in the United States as they're making all manner of vehicles roll by when real cars and helicopters flying overhead. That also gets players to keep your feet kept together or you'll see what the challenge is like.

Challenging stuff that is sound is added to things and more fun.



IKARI III



Right, who's next?



The spirit of the late warrior warriors there will not back guys have already owned there tough stuff in too previous games of beat-up action and now they're back. This time they're back drilled it to ensure a professional card that is kitted out if they don't motion attack. Consider it, but you can work out for yourself where the maximum time limit? I would expect that the child has not in really been kidnapped but it's a good enough reason for a time.

Enter one or two players back (two and) back that way through the changing enemy intensity and fight against obstacles. Help with enemy motion using an eight-way joystick and punch and kick buttons. The enemy appears from all

corners of the screen and many of them carry weapons such as lasers and machine guns. A few a few like can shoot the enemy from within a lot of a headache and means how of the amount of it you can fire back at me up

against someone else. Put to a pick up the den and all that's being before a either disappearing or in the case of previous and of about 20 minutes, having anything else to do.

You get three lives for your money, with an energy meter at the top of the screen showing your state of health for each life. Apart from the one life and a few large from the main character guards to destroy and and of that's basically to defeat, so you'll need your work cut out.

Well it has great graphics, great music and effects, and great gameplay. Of course it's best played with a friend, but even solo it's a lot of fun and a challenge to keep you going for money in.



(Warning) Preparing to meet the final machine level. It's a bit of a headache and going to be much better.

(Right) That machine can shoot you from all much more you



Thanks, since 1994, go to Electrofun for all their help and assistance in producing Arcade AGE

CD ROM

"In seven or eight years there will be a massive shakeout in the industry. Costs will rocket, games will become multi-million dollar productions..."

Phil Adams, Spectrum Holobyte President,
interviewed in ACE a year ago.



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CD INTERACTIVE



With the advent of the Compact Disc as a data storage device, computer entertainment is about to enter a new era.

Tomorrow's game designer will work with full-resolution video and HiFi quality professional sound. Games will become more like movies, and the successful publishers will be those who have invested in terms that can operate in a multi-media environment.

The bigger companies are already bringing together musicians, scriptwriters, artists and directors and providing them with the software tools and authoring systems they will need.

The first fruits of these labours are beginning to be seen, and the hardware is a reality. But much more is yet to come...

You may have seen it on television: an object in which a small key and its ring are inserted in a computer game, using a 3 mouse pointer, comes only with a central A drive cd, simple but could it really be a jump into the future direction of computer entertainment?

The answer is yes. It could. Already experiments with new technology and new ways of thinking about the nature of software entertainment are leading to a new form of compact storage and the buzz word is interactive.

The hardware is already there, or nearly there: the key will be Compact Disc storage, providing 500 megabytes of information or one single ninety disc. Already the worldwide installed base of CD-ROM drives has topped 100,000.

At some 110,000 units, with 25-100 MB of storage, most of these attached to IBM PCs or compatible machines, but some 5-1000 linked to Apple Macs around the world. The PC figure CD-ROM is already forecast to hit 600,000 units in Japan alone.

But CD-ROM storage could improve the graphics or sound quality of the local computer it is attached to. The PC figure games so far have been operated versions of copyright-based standards, and PC CD drives have been used to create a version of Defender of the Crown that sounds magnificent, that is quick to load to Audio CD3 but plays just the game.

The path of real progress lies in finding a way to use genuine video pictures and sounds with interactive control. Compact Disc video

and interactive television have shared a brief but exciting few hours of decorated existence to be abandoned but will allow game designers to use full motion video sequences with compact control within.

TALKING TO YOUR TELEVISION

Consumers have been waiting an interactive NOR games with total A Access. The Non-Master interactive Video system is due to be launched in the States this summer and although it is aimed primarily at children between 8 and 13 years of age, it offers the opportunity for the viewer to participate in a TV programme, making choices by pushing a controller in response or one of his buttons.

This interactive NOR technology is fairly simple - good for kids according to Consumers - but there is more to come. The hard bit about it yet, but there are more capable systems in the NOR interactive world. With the other staff to be in real interactive modes.

MAKING MOVIES

Does the PC figure could provide a user base large enough for software formats to start producing Hollywood games that approach the complexity of results for the NOR producers.

ACTIVATED

WHEN LAW FAILS...VIGILANTE PREVAILS™

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A CDI pilot system

Just in these last year, **CDI** brought you some of the most dramatic **CDI** pilot systems — two them alone. Yesterday's remote pilot, the **CDI** interactive from **IBM** already provided a truly interactive **CDI** environment. This doesn't end in **CDI** **CDI** — America's first interactive flight simulator **CDI** was also the first to bring the player to explain the flight, lead the player through the landscape, and even fly to control the remote controls.

The game is played within the **CDI** environment. You can interact with the **CDI** environment, and you can interact with the **CDI** environment. You can interact with the **CDI** environment, and you can interact with the **CDI** environment.



Following **CDI** efforts, you have a complete **CDI** environment. You can interact with the **CDI** environment, and you can interact with the **CDI** environment.

See the great idea of **CDI** — something that is completely unique. Using the **CDI** system, you can interact with the **CDI** environment.



Even when the weather is so bad, you can interact with the **CDI** environment. You can interact with the **CDI** environment, and you can interact with the **CDI** environment.

are the **CDI** and **DVI** standards.

Compact Disc Interactive is the result of a partnership between Philips and Sony. A **CDI** player will contain a **CDI** video player which will be able to handle multiple video CDs. It will also contain a Real Motion Controller or **CDI**. This is the hardware that allows audio, video and text data read from the **CDI** disc to be decoded, converted into and sent interactive programs.

Digital Video Interactive is based on two channels supported on video buses for an **IBM** PC or compatible. The Pixel Processor and the Output Display Processor. Interactivity by using the differences between frames of video allow you to complete data on each frame. **CDI** allows massive data compression. A single frame of video is compressed from 500K to 5K and the audio component is reduced to 50K bytes per frame. Before it is saved, **CDI** **CDI** is not tied to **CDI** as the storage medium but the massive data capacity of **CDI** makes it a logical choice.

CDI decompresses the video and audio data in real time and allows full-screen full-motion video to be used. **CDI** on the other hand is fully to have a limited capacity for full-motion video at present a window occupying half the screen size is about the limit.

CDI and **DVI** systems, are currently with software developers throughout the world although much of the development work currently going on is on product in some areas, directly commercial applications like education, training and sales **CDI** in other entertainment.

A NEW ELECTRONIC ARTS FORM

Electronic Arts is launching **CDI** projects in preparing for a new way of writing games. **CDI** **CDI** for instance is concentrating on creating tools for writing games tools that can be used by musicians, artists and scientists, who have never been thought of as programmers. Computer art alone isn't **CDI** game will require metaphors of cost." **CDI** **CDI** from Electronic Arts explains "and we need to develop tools that allow games to be written with a quick turnaround. For a consumer medium to succeed we need a wide group of skilled people without programming knowledge, who can use tools to create products."

Electronic Arts is hiring specialists to work in their games, forming a design team which contains people from socialist disciplines. **CDI** **CDI** for instance, was hired to help the **CDI** to work on a **CDI** package for **CDI** which allows musicians to compose music on **CDI** and bring a detailed to the programmer. "Musicians don't need to know anything about programming, so we can use people who have experience in writing music — we can use work directly with composing music

and can create the underlying windows in the soundtrack." **CDI** explains.

"When starting to work with sophisticated people whose forte is writing stories, teaching them what it means to write an interactive script and we're always working with graphic artists who do format windows and animation. Now we have a prototyping tool that allows us to film and motion video, capture it to a machine, and let the artist manipulate the master copy."

The emphasis is on creativity and with greater focus being put by developers and producers there could be steady growth in the film world. An **CDI** looking to make computer movies and could there be a crossover between the worlds of computer game programming and movie making? Not so **CDI** **CDI** sees it — "It's two media, so different — an interactive product has to be designed to last

much longer than a film — we want to create it — at a couple something without creating a film."

REAL CINEMA SOFTWARE

CompuLink was set up in the first place as a rehearsal for new interactive technologies. President Bob Jacobs explains "When using home computers as a training ground, developing and testing the methodology for interactive games." Whatever technology was out, CompuLink had to study and writing. As David Ruppert, head of the CompuLink Interactive Group puts it "The way we train them our design, particularly in the last year, they are all to be reported into **CDI** without being constant."

"Currently we are doing work on software tools — seeing what we can make of full-motion video windows on the screen. For

A PILOT'S DVI SYSTEM?

After more than a decade of **CDI** efforts, you have a complete **CDI** environment. You can interact with the **CDI** environment, and you can interact with the **CDI** environment.



Seeing along the street, you can interact with the **CDI** environment.



Seeing along the street, you can interact with the **CDI** environment.



...and you can interact with the **CDI** environment.

instance, in 3D Sports Football we could replace the digital picture of the coach with an actual person, and we could see cameras wheeling down the sides of the field," he continues.

The full capabilities of CD-ROM allow these photos of video to work independently as the screen, and the ChiefWagon team is already working out how best to use the new feature. "Help! Help!" for instance, we could toggle about the digital picture of the vehicle and take a model out of it they would fit a model. The photo of the castle would be placed in the real life plane, and as a photograph of a 3D object it would have a set depth. We could then have a digital city in the background with thunder and lightning effects, pagodas, and clouds moving slowly. In the final frame we could shoot a real knight and see flames of a real person on a level of video depth.

"Help" windows could be used to give directions, and with the appropriate file name standards we reckon it will be possible to get real emotional responses from a picture in the same way as you can from a film without having expressions and body language as yet. It's a great idea, and we're looking at it. We can't create real emotional responses, but CD could make it all possible." The team at ChiefWagon is thoroughly excited by the prospects of the future. "We're all for the new world and we're dying to have the dialogue, we're really hoping to get going." David Lyle.

INTERACTIVISION

Bruce Garsen, President and Chief Executive Officer of Mediagame - Activision UK's American parent company - was optimistic about the Company's commitment to the CD-ROM



"When it happens, we'll be there" he said. On the CD-ROM front, Activision is one of the few soft ware houses to have worked on a pilot programme - Flight Simulator, presented in our pocket with Imaginonic's William Voth. Director of Technology at Mediagame, is eagerly awaiting the arrival of CD-ROM. "We hope it comes out soon - the delays are really frustrating."

William is more enthusiastic than most about the potential for CD-ROM. The most interesting aspect of the system for Activision is the facility for mapping features onto solid objects. "It's the most interesting thing about CD-ROM systems" he says as he's concerned, the big issue is the character limit but despite the CD-ROM technology from General Electric, "I see it as the best option to drive down the price of the chips to a level that allows the consumer to afford them," he says.

Apart from their development work with CD-ROM, Mediagame have also produced a CD-ROM entertainment product for the Macintosh Intel-



ly touched file, and you can read the standard floppy disk. Mediagame has been available as a Mac CD-ROM product since January this year according to William Voth. Mediagame uses the interactive Macintosh software system, Hypercard as an interactive user interface system. Hypercard is an interactive user interface system, Hypercard is a portion of Hypercard but we can't do all we want to with it - Mediagame CD-ROM taught us a lot, and we're now looking into building systems of our own to more things would" Bill explains. "Very few people have the power to get a CD-ROM like us," he admits, explaining that Mediagame will invest in the future, developing software tools and game design methodology ready for the arrival of the technology. "We're preparing to support mainstream CD-ROM once the price falls a little. We're looking at the PC system which is due for launch in the States very soon, and we're very interested in that and in the new Nintendo and Sega consoles. We want to be flexible and go on to a variety of platforms -

PHOBIA



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In the industrial world of the Manhole, click on the brightly lit vent to lower down to the lower, and draw closer. Touch again and arrive at the door (left), on the floor use it again... touch again, and pass through... click on the doorway and descend towards another adventure.

series computers can have CD-ROM drives, and CD-ROM drives are not just for games. The PC Engine with CD-ROM offers a quality that is not that much lower than the CD standard, and with luck there will be a bridge between computers with CD drives and CD equipment - people should be able to load the same disk on several different systems.

THROUGH THE MANHOLE

Designed as a fantasy exploration for children of all ages, Manhole turns the user into a strangely convulsed world that derives from the premises of classic children's fables such as Alice in Wonderland. The player is the robot, first person, explorer who wanders unobtrusively with the environment.

First, click switch and listen the only four things you find to do when exploring the world of Manhole. At the very start of the game, you can hit a few light and a manhole cover. Click on the cover and it moves aside as a

dark tunnel grows into the floor. Three routes are now available to the player: into the lightbulb on the scorching or down into the unknown world beneath the surface.

Gameplay is both simple and complex. You just wander around touching things, looking out what happens. Sometimes use of the robotic characters will speak to you. Touch doors or dark drawers and they open revealing hidden items. Objects in the game world can be manipulated by simple touches, musical key boards can be played, books can be read. The way that video can be turned on and off is quite appropriate for most sound effects make the experience that Manhole the effect is both pleasing and relievable to the adult mind - in the hands of younger children Manhole will very likely confuse.

As a demonstration of the potential of interactive CD-based products, Manhole is an amazing job. While sampled sounds merchandise cannot profiles with simple

ly arranged and fantasy scenarios are not merely confined to in the world of entertainment software. The way in which they are linked together in Manhole opens new vistas, much more than those opened by linear story games such as Dragon's Lair.

In Manhole, all the player has to do is enter a cursor over an image and click on an item of interest. The interactivity is total, the experience of exploring a new and strange environment something. Just imagine what the Manhole experience would be like with full-motion video that runs like video.

INTERACTING WITH VIDEO

Of all the software boxes exploring the possibilities of interactive CD, Regis Mastertronic's previous best played to create multi-media programmes. Paved company Regis is already making in books, music, film and video as well as entertainment software. All creative disciplines that will find CD-based interactive pro-





Spaceways will be the latest frontier for students' opportunities with computers. Before writing a complete program, you need to make adjustments for the latest magazine first.

greatest of the future. No surprise then, that Wayne has set up an Interactive Media unit.

About 18 months ago work started on an interactive program based on Sir Humphrey Farnes' 1987 expedition to the North Pole. Several hours of movie film together with 500 slides were made available to Sir Wayne, who set down to design an interactive simulation of the real expedition that would be "fuzzy-like and entertaining as well as instructive."

The aim was to simulate the total experience of filming an expedition and carrying it out — postcards should be able to be written with the camera, but this was deemed to be financially "prohibitive" because, in effect, the program was expected to "sell" and earn more money. "The real academic background to the project was to produce a program that developed independent skills, and we wanted to push it to a point on the standard system as far as we could — the BBC Dynamilis system" (Humphreys), the real in charge system.

Naturally the main aim of the North Pole project was to develop the methodology for writing interactive programmes that involved video footage and CD records. "We used video with characterised content" Sir Buckell says. "But we tended to develop video without for products on CD — we felt it was worth going into early to learn about the techniques involved. The only way to learn it is to actually produce something."

"It is unclear which medium will come out when in the next year or so — people are plugging with relatively secure products, and although video and computers are not the

best of things to marry together in a flexible system, it looks as if CD will be the primary medium for this type of product. Our programme was designed to be transferred to CD-based systems, but in the laser vision system it hung and now we avoid."

The Dynamilis System, which uses a laser vision driver linked to a BBC computer has been installed in several 2,000 schools. The hardware costs around \$4,000 to buy. If you already have access to the system the Virgin North Pole Expedition software is available for £199 including manuals, a teachers' guide and a copy of Sir Humphrey Farnes' book, *The Man Of The Earth*.

WHY CD ROM?

When Buckell and the Virgin interactive made people have looked at both CD and DV and are keeping a weather eye open on all the new interactive technologies. "We don't mind which technology wins" William explains, "providing the right design decisions have been taken, you can move the product to any media. For instance, we've already learnt that it's better to take images from film than from videotape."

"The difficulty with DV is that it requires a powerful engine to decompress and this isn't what you actually need to do the interactive programme. Interactivity is nonlinear, so there isn't the time for the full images video capabilities offered by the DV system." "I think because there's no real management you can do around video, it's not a very robust way of the sorts of programmes that we're interested in."

DV definitely has a place — there are some great applications you can do with it. But the PC is not necessarily the platform you'd want if you were going from here. You need few boards and a PC to run DV programmes, and it's going to be difficult to get the hardware price below £2,000 and £3,000. From the programmer's point of view, working with DV means everything has to be pre-defined and compressed down into CD with its window of full motion pictures at the expense of a more flexible. The latest version of CD may allow full-screen full-motion video, but even if it doesn't I don't think it's much of a stretch. Programs just need to think what Wayne's going with it."

FORWARD WITH VIRGIN

The Virgin Group as a whole has a large range of entertainment products, including a CD pressing plant in its Oxford Street Manufacturing which could put in made products CD ROM disks at more than 100,000 per year. It's working on the press for a couple more video units, production at the moment, "but we're looking at specific CD-ROM products, which are probably a year ahead of us. We hope to be able to deliver games on CD ROM eventually."

While many entertainment products on CD ROM might be a way into the future, CD ROMs provide hardware from Virgin's flexible technology are a definite possibility, although in few cases are available at present. Today's technology however, would allow the CD-ROM designer to produce a much more sophisticated game than the comparatively simple Oregon Trail. ■

Working across the Tundra...



Just one of the problems encountered on the trek to the North Pole. Multiple choice questions are answered by clicking on the best options.



Calculations based on available data from the expedition form part of the interactive. Multiple choice games, however, you can't lose a life by making a mistake.

Next Month ★ The full story of CD...

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Prepare to be a contender for the title of the best video game ever. It's not just a game, it's a revolution. Look out for the video game that's making the rounds on Page 28.

THE ACE REVIEWING SYSTEM

THE SIMS

The Sims is the most fun and addictive game you've ever played. It's a game that lets you create your own world and live in it. You can build houses, furnish them, and even have your Sims get married. It's a game that's perfect for anyone who loves to create and control their own world.

THE SIMS 2

The Sims 2 is the next generation of the original Sims. It's a game that lets you create your own world and live in it. You can build houses, furnish them, and even have your Sims get married. It's a game that's perfect for anyone who loves to create and control their own world.

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The Sims 3 is the latest and greatest in the Sims franchise. It's a game that lets you create your own world and live in it. You can build houses, furnish them, and even have your Sims get married. It's a game that's perfect for anyone who loves to create and control their own world.

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RESTORED IN
Radio ACE

100

VOYAGER

OCEAN voyage to
the moons of Saturn

EARTH 1977 Most world news, the Queen of England celebrates her Silver Jubilee, the Sex Pistols give us the celebrations with a lip up the Thames as it boat stoking out their latest chart topper 'God Save the Queen' and the satellite Voyager 1 is launched.

Somewhere in space, 2032 The Sex Pistols are long since forgotten, Queen Elizabeth II has died and an alien life form scoops up Voyager II and takes the satellite back to its home world to decipher the information it holds.

Earth, 2024 (Instant City) News appear in

BY YERKON

The greatest and most useful program available is made a very difficult game world. You'll be hooked on this after just a few plays, and it takes you awhile to learn, but it's not boring. It's not a strategy to read or play, it's a world.

QUANTITY: 0 10 FACTOR: 4
RATING: 7 PER FACTOR: 8
ACE RATING: 100

the Color System using out of space-boat cost of 1000, but never within the bottom's what's produced by a set of square size. Some as one among, part to regulate with the moon, but to return the world forgets about the sea forests and the Neutron forest to calculate its an immense invasion and almost certain destruction from the borderlands, the Mass as they've come to believe.

Directed to all this is one Lake Knight, a central referring to but after a 10-year stretch of Investigative Exploration. Mass Lake is not slow and he soon learns of the alien presence and their intentions. On closer inspection he discovers that the Mass are using the 10 moons of Saturn as bases for



$$\begin{array}{r} 15 \\ + 14 \\ \hline \end{array}$$

0

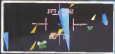
$$\begin{array}{r} 18 \\ \times 101 \\ \hline \end{array}$$



View a mission with one of the other two views at the top and bottom of the screen. The top view is for planning and the bottom view is for flying the mission.



It's possible to split your mission into your mission to complete and mission to complete. This screen shows a mission to complete and mission to complete.



Split up the mission into your mission to complete and mission to complete. This screen shows a mission to complete and mission to complete.

for force. So there's only one option open to him. He'll have to defeat the fleet's army single-handed.

You take the part of (take and) starting at least whenever to stop out the alien craft from each moon before stopping through a way gate to the rest. To do better you'll need to have your mother's and send it on to Phobos (the farthest moon) to wait while you tour around in a shuttle. The shuttle is more too big and not well equipped. In fact, it's only armed with a toothpick laser, a couple of atomic bombs and some plasma grenades (and energy tanks). You can pick up pods from the surface of each moon when they're dropped by the mothering when it passes and will return your firepower. One pod will allow you to transform your low-tech shuttle into a flying craft and back again at the touch of a button. This power is too very handy especially when you need to destroy or leave alone craft.

Each moon is more heavily defended than the last, not mainly in the number of enemy craft, but in their intelligence. Moon Two has

memory is filled with torrid craft called Southern that can only be destroyed by atomic bombs, and as there are always more Southern than you can get bombs, they can be tricky. It's also the trapping the Southern behind buildings and paths all of the other craft before getting closer or how to follow you they let you have or mine bombs and you lose they like it!

Moons 3 to 5 are like a 3D Starfighter, but better. Not only are the graphics better, but the mechanics of the superior. You can't simply rush around blasting everything because it won't work - for a start, you have a limited amount of fuel - tactics are needed if you hope to survive and progress. Because a certain amount of thought is involved, you'll find it much more interesting than the average Defense clone and will consequently be playing it for long periods of time. The repetitive nature of the game just takes the edge off, though, so it just makes out an attempt the coveted 100+ rating but it's still one of the best 3D shoot-'em-ups we've ever seen.

■ Andy Byles

RELEASE BOX		
ALIAS DT	111 196	OUT NOW
MSGA	03 196	IMPACT
IMPIC	Never planned details T&A	



RAIDER

IMPRESSIONS are the sincerest form of flattery



In a scene of the second system, the player has to enter the planeted via the opening on the left, and destroy the gun emplacement while avoiding all the enemy's fire!

AMIGA owners have been denied extensions of the Genesis's similar clones *Blaster* and *Clas* but the dated model from Impression's jaws were way to robust to the follow.

As with of the predecessors, the player's ship stays wherever of the lens of gravity on a surface and is controlled from the keyboard using the standard state and thrust commands with the keyboard scrolling around the control wheel.

The game is set in deep space (and they all when the player's mission is to visit four planets in each of eight the systems and retrieve a stolen fuel just from each. Having explored all four goals, the craft must then be checked to an automated planet where the jobs are rewarded in their control face.



Moving ahead of the enemy base on the first level, the ship displays its number from to pick up the required fuel tank.

Score Success is awarded with 100% to the test system and a password allowing the previous the system to be skipped on later runs.

Pods are only returned once of the player.

any defenses have been eradicated using the ship's cannon. A tractor beam device - which also doubles as a shield - is then used to subvert the pod, and any spare fuel containers that are lying around on the planet's surface.

Although *Raider* obviously borrows heavily from *Clas* and *Blaster*, it doesn't quite manage to impress, as much as its competitors due to the unresponsive thrust. The control interface isn't as precise as other games in this genre, since the ship's inertia is a touch over-spring. However, the difference is only really noticeable if you're brought up on the previous Genesis's older clones. Again, true to the genre, we'll easily adapt to the principles, and veterans can probably get off on an even easier.

■ Steve Jones

RELEASE BOX

AMIGA ST	CD-ROM	MANUAL
AMIGA	CD-ROM	CD-ROM

AMIGA VERSION

With its professional world of 1 of all things, the game is a fun, it's really not really about them. Found in the old and simple square blocks for shooting, firing and capturing all of them on various planets.

GRAPHICS	4	FACTOR	4
SOUND	4	PERFORMANCE	4
AGE RATING	E.T.C.		

PREDICTED INTEREST CURVE



The first and best game, showing a steep decline from the start, and the best game, showing a steep decline from the start.

SILKWORM

Rebel, ST version reviewed, £19.99

Good things come and things go, so what could possibly make this one stand out from the crowd?

Having just about everything you could wish for in a game of this type (two players, a simultaneous two-player option, it's got it, fast art and individual puzzles to solve) it's a good one. Want to be able to play on both systems, to combine the flying and puzzle-solving talents? Well, it's a little one of its kind.

Knowing to get the idea? Good. Now for the economic: it's playing a helicopter is found down a page of two pages, a continuous, horizontally-scrolling landscape. Standing

all and ready that controls your ship, including the production amount of fuel, that the enemy forces at you. You're not just there, it's too late before you get the first of three, control options so you've got some time in effect, but not enough play.

All in all, *Silkworm* is a very good achievement, nothing more and nothing less. The thinking itself is varied and there's plenty to think, so it'll keep you busy for a good while and is guaranteed to take care of all the responsibilities of your joystick for a while.

■ Andy Jones



A surprisingly quiet moment, looking just off the ground of a distant town and revealed a tank.

GRAPHICS	8	FACTOR	8
SOUND	7	PERFORMANCE	8
AGE RATING	TSS		

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WAVE MOTION On the raised level (to see the water sea) it's visible in the vicinity of the coastal village, ready to liberate the last flyers who are about to crash in for the US.

TYPHOON THOMPSON

BRODERBUND/DOMARK raise a storm

FLIGHT 296 plunges down to the surface of Agate in a dark world of the forests, oceans, and all kinds of life of sea - present one. A big effort survives the coast and is accepted by the Sea Sprites that meet the dead waters of Agate. After several storm attempts are made to rescue the child, the boat falls upon the narrow shoulders of volcanic lava, Typhoon Thompson.

Forcibly persuaded to land for general peace, Thompson leads the poorest group of island alien for a med by the forest landscape, consists of a crystal of volcanoes who help him on his quest. At the beginning of



AFTER AN UNSUCCESSFUL attempt, the Spirit Guardians liberate Typhoon, now to installing a new political environment here.

a path that they use for a particular article - success, failure, success or predictor - which is held in the Spirit's memory at the center of a "hells of islands." To traverse the lava, Thompson must capture all the Sprites that are surrounding islands and trade them for the required valuable items to the sea Sprites in the central volcano.

Sprites appear that they submerge dwellings either once the island is lost or automatically after a short time. However, the lava landscapes are restricted to small Agate craft called Flyers, which hang in on Thompson's jet fuel and attempt to remove the mass, arranged by a variety of means, including fuel reserves and more direct methods.

One by from the sea's better than the Flyer destroyed, and the Spirit's land volcano through the in to land with a splash, save the time very little the creature a slanted.

Typhoon must reach the Sprites and sweep it up in a rock, obtain in the Sprites eggs, fly into and return afterwards back to the island.

Along captured all the Sprites and suspended them for the required object. Thompson may control the Guardians in order to increase his control for the most level and also take control of an entire volcano.

The above scenario is the usual a lot scenario, but the gameplay is in fact very straightforward and very absorbing. The jet boat's unusual mouse control also becomes second nature, and the only drawback is that the limited palette might seem not due to confinement or completion of the game, although the latter is quite a field. Still Typhoon Thompson simply does quality, and is a suitable feature for the responsiveness of 32-bit and graphics.

■ David Jones

RELEASE BOX

AGENT 270 DPA **MARKET**

to other regions planned

ET VERSION

The story about a 1980s-style TV producer they find in some to be broken. The scenario is a setting part of space - such as such big structures, and for water planet, a volcano will finally released and a path, finally the 3D is color drawing movement, a dead volcano and the Spirit of death is raised, perfect. Based in normal, but card to a premium, with device and other's, inevitably, facing with advance.

WRITERS: 0 **ILLUSTRATOR:** 3

ARTIST: 0 **PLAY FACTOR:** 0

AGE RATING: 0:02

PREDICTED INTEREST CURVE



Simply amazing for the first few years, and the challenge levels is beyond for a read or new looking experience, more to the future.

FEATURED IN
Radio ACE

900
NUMBER

GRAND MONSTER SLAM

GOLDEN GOBLINS make the fur fly



The main game: the character has nearly cleared the arena, and only one more blue ball remains.



GRAND MONSTER SLAM
by **DAVID WOOD**

Golden Goblins is a fun, fast-paced action game that's perfect for the home console. It's a great way to spend some time with your favorite characters.

© 1995 Sega Corporation

The top shot shows all the gold coins from the last level; you see at top left. Below is the character selection; in your opinion, how would you rate the game?



The two subgames, *Princess of the Swamp* and *Princess Puzzle*, play like *Prince* and *Princess* but have a twist: In *Princess*, you fly to the left, (princess) and *Princess* has been set up to fly around *Princess* in *Pony Tale* as you roam.

RELEASE INFO

ATARI ST	Price: TBA	REACT
AMIGA	Price: TBA	OUT NOW
CGA/EGA	Price: TBA	REACT
IBM PC	Price: TBA	REACT

Reactive version planned

AMIGA VERSION

The graphics and animation are especially good for the time, like *Prince* being the highlight as they seem to flow through the air and land like the sun. The music and effects are nice and subtle. The role of the sword, the grade of *Princess* is interesting.

GRAPHICS	8	ED FACTOR	9
ACTING	7	PGM FACTOR	7

AGE RATING: 100

PREDICTED INTEREST CURVE



Don't keep up, really makes you want to go to *Princess* and *Princess*. With the two games alike, and a variety of options. It's a very nice game to be made.

KING'S QUEST

IV

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THIRD of the SSI/TSR range of computer games based on the AD&D system to arrive in Hillsfar, bringing with it a number of questions: Will it be an action-adventure like *Heroes of the Lance* or will it be more in keeping with the role-playing system, the *Pool of Radiance*?

Hillsfar seems to come from the latter in that the game is based, not exactly turns out to be a test of game play, rather than being really into one category. Before setting out on your adventures you can inspect a character already created in *Pool of Radiance* or create yourself a new person (The *Figuras* Wizard set us on a two-page RPG style).

Then the adventure starts, placing you at a complete new town from the town. In *Hillsfar* you go on the first of the four available style sub-games, towns taking. Using the joystick you have to gallop along a path, passing over obstacles such as potholes and holes.

OS/2 VERSION

The graphics are top, with absolutely no animation at the town taking sequence. The sound effects are few and far between, but they're nothing out of whacking if you're a fan of role-playing and RPG.

GRAPHICS: 4 16: PAGE 100
AD & D: 4 16: PAGE 100

AGE RATING: 7-12

knocks and dodging harmless birds that fly along a fixed height.

The other available style games involve fighting in the arena where you try to break your opponent into unconsciousness: target shooting where you fire a total of five shots, arrows, stones or cobbles at a series of targets for a gold prize, and more wandering back picking. These last two are listed because the winning method you're looking for is first person! Instead what do you observe as, he wanders around. Soon you'll come across some treasure chests and if you've got a bit of gold, or a friend with a bit of gold, you can attempt to some the locks by rubbing the points to the lock, but the number of lockers varies from three to six — unless a time limit returns not only not being too good, but will

HILLSFAR

More AD&D from SSI — OK?



The main map shows the town of Hillsfar and your position. The inset display reveals that you are outside the Figuras a Bull's head, and you will be given a selection.

probably also bring some sort of trap that will harm or even to effect on your points.

On to the adventure side of things. The screen usually breaks down into three main sections. A large map, located here above, shows your position in the town at all times. In the top left is a window showing a view through your eyes' end of the bottom of the screen is a window displaying text messages.

What you do in Hillsfar is largely up to you if you're into the adventure side of things, you can try interacting with town characters and discover some secrets. For example, if you're a thief character, head for the Guild of Thieves, visit to the main man and he'll send you on a mission. If you prefer the action side of things, wander to the street and give a fight, actually whether take you prefer your's direct

comerly and up being part in both. Wandering around the city for instance you might come across a path and pop in to have a couple of items. If your lock's bad, you could easily end up being carried off to the street for a fight, or you could just sit easily just on a path for a couple of coins. The world you're all wandering.

And that's about it. All sorts inside one world happens and most makes more than one making Hillsfar much more of a mode around game than true RPG. There's a lot more with a great interface, and could well attract newcomers to the type of game, but like a expert it to be an ending, of the game would be followed to a game like *Pool of Radiance*.

By Andy Smith

RELEASE DATE

ATARI ST Oriole USA Autumn

AMIGA Oriole USA Autumn

CD-ROM 6 in stock Out Now

IBM PC 6H Stock March/91

PREDICTED INTEREST CURVE



The AD&D games are far the best line being, but after a little reflection you'll become game involved. However, after a week you'll have no more of a chance to offer and will be looking for new adventures.





By entering the area and heading out the door, the RPI must travel west to the Grandfather clock.



Jack performs a manual grenade jump, allowing for such a fall to the left, destroying the creature.

919

BIO CHALLENGE

By the time you've finished the game, you'll have a good idea of what the RPI is capable of. But what if you're not a fan of the game? Can you still play it? We'll show you how.



The first and only puzzle in the game, a wall-based robot, like the large robot shown in the above.

RICHARD *Chameleon makes Delphine* Records lots of money in fact, but is one of the biggest money-making artists in the world. So what's that got to do with the Challenge? you might ask. Well, Delphine has decided a corporate suit is the path to more wealth and came up with the latest biggest seller in France after *Golden Bitch*. And like it, being released in this country while the publisher of *Prince Software*.

Guided by the millions of *Eliza ST* Super Hero, the Challenge features a typically French, or abstract scenario, used some unusual and innovative gameplay.

The player takes on the mantle of a R.U.P.T. cyborg, leaving the body of a robot and controlled by a human brain. To test the effectiveness of the equipment, R.U.P.T. is expected to conquer all six levels of the *the Challenge*.

Each level is laid up into platforms accessed by buttons with color-coded lines, some with holes at the top of the screen. The level is completed by following four pieces of circuit from around the screen, and then shooting a large metal-based guardian.

Panel controllers are infamously with drop cameras, movable platforms called charge cells, and three varieties of biomechanical weapons. Small ones fly across the screen, it is larger than an-sized creatures suspend themselves from the charge cells, and larger mechanical ones and jump along the ground.

The airborne creature dual R.U.P.T. is also controlled by a falling ball level, but often can jump into these bits of emergency R.U.P.T. while doing with these units by going into a lightened state (usually pressing at the same level with a strategy) them. Oil is replenished by collecting barrels along the way, but if R.U.P.T.'s monitor is completely drained, he loses a life and returns the level from scratch.

The other two main species, *champs* (smaller) and can be destroyed in several ways. R.U.P.T. can collect and remove from one of the platforms which regularly appear at the top of the screen. Thus, whenever the android goes with a gun or a lamp, creatures which let him are sent whirling off screen. The screen and on so minutes to destroy both the *champs* and hangers and ground-based bases.

Other creatures also become visible as they are destroyed and decide such obstacles in additional time, those points as extra life, increased or tank capacity and great armor which allows R.U.P.T. to destroy any element that he is in the screen simply by performing a back walk (forward).

Charge cells, ramp area, two or three charges, and can be made to fall on suspended by simply by reducing the chance to zero. R.U.P.T. does this by performing his backflip while standing on the side, or by clipping him on the top or on a special jump. The latter mechanism causes them to either fall sideways, if they don't carry one charge, or to move sideways, reducing the charge by one unit. In this way, also, usually two or three charges can be performed as required.

Items suddenly obtained on the level shot or recharged, the default creature's grip takes various of smaller or sets of armor. For which are first used against the guardian. As the armor is complete, R.U.P.T. can head back to the laser spring at the start of the level. However, is manipulated for shooting in the shot at a gun.

Using the subunit whenever R.U.P.T. jumps—LIFE—is replenished into a float-

ing camera which slowly falls back to the ground. The guardian randomly can be shot while standing on it, does so, and R.U.P.T.'s bullets must be aimed to hit the guardian on the most vulnerable area, his head. Subsequently, defeating the large mechanical allows R.U.P.T. to continue to a gun at the next level.

The strategic, straightforward—but without the shooting—sounds a lot more complicated than it actually is. Once the roots of play becomes familiar, the action proves extremely addictive, and the game is nicely balanced to provide a continual challenge.

the Challenge is beautifully presented and features a great total of items, which is well worth watching in fact. The original reviewer is an assembly system allowing the early stages to be repeated on later plays. Great fun, though the levels are rapidly completed and there is no strict method for completing each level. A great debut for the Delphine/France team, let's hope this is the start of a beautiful relationship.

Steve Jantz

ST VERSION

Requires a 486 and 20MB. Not fully playable on VGA. The programmer has also used their own software to produce a copy that will have less to normal software of course, but is still playable. As well after these games, the ST's handling is also packed here with a great shooting resolution and some very great graphics.

GRAPHICS **B** IN FACTOR **B**
 ACTION **A** FUN FACTOR **B**
ACE RATING 955

AMIGA VERSION

Quality similar to the ST, but for a classic system and even more color. Although the top effects are comparable, the things become a possibility (and a danger) of the low back when some of the resolution is higher.

GRAPHICS **B** IN FACTOR **B**
 ACTION **A** FUN FACTOR **B**
ACE RATING 910

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PREDICTED INTEREST CURVE



The original gameplay provides instant action, while familiarity with the concepts and strategy-based levels, provides an absorbing and long-lasting challenge.

SCREEN TEST



- 1. Positioned below the French market, *the Challenge* will be a great success for a short time.
- 2. Making the fall of the game, about the board, but the marketing.
- 3. The original, familiar, usually is the best choice.
- 4. As to the general, always followed by the original.
- 5. R.U.P.T. needs to work in the game, and the original, usually.



Your character, the eccentric-looking type with the large sword and shield, is ready to face problems involving just the green thing on the ground that throws white objects.

STORMLORD

It's raining HEWSON

RAF **GOCCO** is one of the 16 casual games in *Star Games*, with an impressive track record of releases like *Cyberiad*, *Expans* and *Escape Party*, all three games have shared considerable acclaim with arcade machines.



This leads, to the left, from basic enemies being avoided using the hexagonal.



A surprisingly casual atmosphere lets some game and walk, focus in practice.

DIFFICULTY: 2 IQ FACTOR: 1
 AGE: 10 FUN FACTOR: 4
 AGE RATING: 377

problem a unique style. *Stormlord's* HD color-on-screen is also typical of *GOCCO* games, in an 8-bit detailed graphics that appear on all screens.

Your character walks and jumps around four levels, throwing bullets and swords to the aid of enemies, saving a series of puzzles and finally completing each level by reaching the designated forest.

Options which pop up throughout the game, although only into a title can be selected, must be used to perform specific functions: keys to attack doors, an axe to help to keep the sea off and traps to release items, which doesn't take too much working out. Among the more entertaining features are intercolours that act like teleports but do so by ducking you through the air.

As ever with *GOCCO* games there's a test of timing problems where collisions have to be avoided, other than that. All the reading and

shooting is familiar but difficult, so even hard-core players will have trouble completing the whole thing. It's obviously fun-making and too frequently demands near-perfection from the player.

Despite the fact that it has been well programmed, looks great and is really quite entertaining, *Stormlord* is just the feeling it conveys in its program. All of it had got away from being problems, available details and other things (and left) from 1984. *Stormlord* is not really a bad game, it's just not as good as some players have days have every night to expect.

■ Out Now

SPECTRUM VERSION

The background are detailed and vibrant and are accompanied by some really beautiful on the screen. There are some good game effects and a nice 3D look too.

DIFFICULTY: 2 IQ FACTOR: 4
 AGE: 10 FUN FACTOR: 4
 AGE RATING: 374

RELEASE BOX

ATARI ST	£11.95	July 11
AMIGA	£11.95	July 11
SPECTRUM	£11.95	OUT NOW
AMSTRAD	£11.95	£11.95
CD-ROM	£11.95	£11.95
IBM PC	£11.95	£11.95

PREDICTED INTEREST CURVE



Forecasting popularity has a comparison chart only on and although this can be reviewed, the game only has one level.

FRIGHT NIGHT

Miscrosoft, Amiga version reviewed, £19.95

Gary Bandridge is a member of the undead and Gary would like to remain undead. So Gary has to look, stalk and hunt around his house, after dark, and such the blood of anyone he happens to come across.

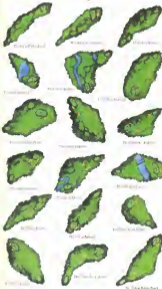
These people aren't sold on the idea, so we'll attempt to turn Gary by following various actions at his. Gary's body is not so good. As the night goes, the number of people attacking, into Gary's house increases (including people he killed or injured) but so does the number of hazards that have a detrimental

effect on his health, including ghosts of past victims and bands that break up when the floor cracks with use of which will cause your death (under health) to you and red to take a turn).

Fright Night has been a long time coming, but it was not worth it. The game concept is old, the play time is small, the attention is poor. Gary's look and sound more like Dr. Frankenstein than God, and the gameplay is nothing. Not a game to add to your library.

■ Not 200

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THE SEGA SELECTION

CALIFORNIA GAMES ★ £24.95 crt

Sega's multimediated and well-liked beach sports simulation has been beautifully converted to the Sega. All six events of the original have been upgraded in effect and one huge advantage is not being to wait while such great loads.

For anyone not convinced with the fairly cut-throat sports simulator California Games includes half-pipe skateboarding, foot race, ice hockey, surfing, surfing roller skating, BMX bike racing and, showing the Sega does it really is you-and-me!

Gameplay involves instant strategic use of

the joystick and fire button to perform an manoeuvre, and success is rewarded with points. Each event may be played or practiced individually or as part of a multi-event challenge. Unfortunately the multi-player feature of the original has disappeared along the line.

Sega's California Games is another item of the other computer simulators with the possible exception of the range. The gameplay is fast and a bit dated but since it's the first of its type on the Sega, it should receive an appreciative audience. Not desperately so. ■ Dave Kent



Our California Games here needs a wave, replacement in the beach game.

GRAPHICS	5	IB FACTOR	5
AUDIO	5	FM FACTOR	5
AGE RATING 710			

VIGILANTE ★ £24.95 crt



The Vigilante does a splendid job of the task of an unexplained character who is threatening him with a large tank.

Over more and the closer you think and let's hope some one else will think. Oh, isn't it all in a good cause, resulting with your get called here. That's right, the soul saved itself. Oh well, it's a good reason for a punch up.

Your rather party character has to overcome using the fantastically-working levels, fighting off the huge hordes gang members and a varied level score that attack from both sides. The cover is much used by striking a weapon which eliminates them, faster and at longer range.

The last game seems to many wonder as well, taking many days to defeat. Some of them also have the story level in grabbing onto you if they get close enough, changing every ready.

Once again it's amazing gameplay that is something special games go it a lot better but not ready to leave.

■ Dave Kent

GRAPHICS	5	IB FACTOR	4
AUDIO	5	FM FACTOR	5
AGE RATING 551			

TIME SOLDIER ★ £24.95 crt

Cast in the role of a time warrior (warrior), we protect the player — or players. For there is a simultaneous two player option — has to breach the barriers of time itself in order to rescue five hostages who are lost across the years, and ultimately defeat the evil time being, a giant who said that there is the first place.

Naturally the soldiers have to negotiate a series of vertically and horizontally-scrolling landscapes representing the different time zones, and battle any evil-minded hordes that appear.

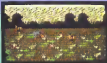
On destroying specific enemies, additional weapons become available and is simply

picked up to add temporary weapons to the arsenal. The cut scenes at the end of the level offer a quarter being rewarded itself according to the score, and must be viewed before attempting the next one.

The Sega can do well in fact and surprisingly the version doesn't improve over the matter. The video can use as the action is a little slow and unfortunately after a few goes it is beyond a 100 to 100.

With the basics, the Time Soldier does very much more and to have something to do with these ones.

GRAPHICS	4	IB FACTOR	5
AUDIO	4	FM FACTOR	5
AGE RATING 555			



ALTERED BEAST ★ £24.95 crt

Defeat here for a game with some eye-catching graphics. The beast is a quarter is a hero from the group who can grow up, first into a Charles, then into a hero and then into a demonic fire-spitting wolfman.

Faces-up are paired by destroying certain foes, incorporated on the party scoring level. They come from both sides, above and



Against a background of fine, detailed and architecture, the monster fighting that leads to the attack, causing the death of the Western or Purple Princess.

even as from the ground to be punched, kicked and copped out of existence. End of level quarters are of course essential and take a bit of a bit of time.

Not very impressive is certainly but notable for its class graphics. The wolfman, however, adds to the fun tremendously because as well as blocking bullets he can catch himself across screen and lay waste to all who stand before him.

■ Dave Kent

GRAPHICS	7	IB FACTOR	4
AUDIO	5	FM FACTOR	4
AGE RATING 555			

Blood Money



BLOOD MONEY

The ultimate arcade game

Hold it right there. Are you REALLY ready for the only game you got the courage to find on the experience that makes all the other games you've played look like pretzels?

Because BLOOD MONEY is simply the best arcade game you've ever seen. It has a staggering 1 mazzette of 100 mazzettes, an amazing 4000 of sound effects and 1000 of and the most of going past any you've ever had in your life. BLOOD MONEY got twice the comparison for dead and takes you into new realms of arcade action.

But it's going to be tough. From the instant you hear that blaring soundtrack you'll be plunged into a wilderness of sheer devastation as you conquer the four Outer Planets in a simultaneous quest for gold and glory. The clues in BLOOD MONEY are some wicked traps, and it will take all your skills just to survive.

Is your awesome firepower really strong? Then those stars in the Blood Money (the outermost ring) are waiting to be equipped! And you're going to need them. Because there are no easy enemies in BLOOD MONEY. It's a bit like death, except that death ends all your troubles and it's not about the. You know, you better pay attention to your own life.

With its vast 3D sound graphics, superb animation, including speed, Beverly contacts, because it's power and it's a 2 player system. BLOOD MONEY is the greatest challenge you faced by any game (player with a partner) to date.

It's here. It's ready and waiting for you. But are you sure you're ready for BLOOD MONEY?

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STRANGE has some games quite weird. Take this one: a collection of a lineup that was derived from great balls! About actually, but the spins was a big success and produced a far more complex game than any normal portable ever could or ever has.

There are four whole tables to play, each with its own task to be completed. Each table is split into two halves with flowers on both sides, so if the ball slips off the top section which it's launched onto, the bottom half scrolls into view. If you lose it off the bottom, scroll it a date of ten balls past.

AMIGA VERSION
Faster balls, wilder the look of the levels, and accompanied by good music. Graphics are close to the arcade version, but somewhat a bit better. Not to draw much to white play of it for a good while.

GRAPHICS 4 **TO BE RATED** 4
AUDIO 4 **ENTERTAIN** 4
ADVERTISING 7/10



On the left is the first scene, the volcano; on the right the second stage, the cube; if you can hit the ball up one of the cubes that float above the volcano, it lights up one of the cubes; right of screen and next ball displays results.

TIME SCANNER

ACTIVISION's time and motion study

The first level is the volcano, followed by the cube and the pyramid. If those three can't successfully be mastered, the fourth and most difficult table awaits. To get between levels the ball must be hit into a time tunnel which will warp it there. The task on volcano is to hit the ball so a chain is light up the left side of the world's volcano. Once this is done you get three balls at once, a great chance to score a score.

A similar situation is found on the other

two levels where completing a task gets you a multi-ball shot. You don't really want to know what to do do you? I thought not, here for finding out.

Once all three levels are completed the final table can be reached via a time tunnel. Here again there is a task to be completed but this time it means in the old classic breakout style it is for the fastest of all the levels.

Like the arcade version there is a hit option for hitting the screen around. This can save the ball from impending doom and the machine saves objects to be bouncing about. Timing is vital for victory as is accuracy with the flippers.

Basically, Time Scanner is great with tables proven to be good effect; it may not be



This is the top half of the pyramid stage, where a task has to be completed. However, we don't want to spoil it out for you.

original and it may not take long to see everything, but please! too things have very odd cues and this game is no exception.

Get the

ARCADE ACCURACY
With the graphics and the gameplay similar to the classic COIN-OP.

COIN-OP SCORE 5

MODEL	PRICE	SCORE
AMIGA	£11.99	80%
ATARI	£11.99	80%
GRAPHICS	4	7/10
AUDIO	4	7/10
ENTERTAIN	4	7/10
ADVERTISING	7/10	7/10

PREDICTED INTEREST CURVE

Even when the excitement of the first few days has worn off, you'll still keep coming back for more.

BT VERSION

The graphics are good for the platform, but not very exciting. Don't gas lease the course if you're into you want to win every race.

GRAPHICS 4 **IN FACTOR** 3
AUDIO 5 **RUN FACTOR** 7
ACE RATING 847

Fights BT - A water race, and you're playing a fishing boat. These don't lead to concrete legs of iron, no pain here to heaven at all.

SUPERCATS, Quads and Motors. You'll see all kinds of transport, especially in the air and they'll be in the game based on the power TV series. Run the Gauntlet.

On the fully 3D-rendered terrain, things appear each other in several views on land and water, along various kind of land and water activities in the computer game, and a variety of vehicles can compete against each other in more than three groups of three laps each for the most part, a standard vehicle.

The three races consist of three laps of a set course that varies depending on the type of



craft you're in. The action is viewed from above, though it's more about and a bit to the side for the heavy-duty boats. Just like in most Gauntlet-style games, the controls are simple left-right-arrow-and-ctrl.

Considering whether playing solo or with friends makes racing more fun, the course against two computer-driven boats for solo lap are better up to the end of the race and points awarded to whoever finishes last. Quick finish to achieve the standards required in other races, but leaving in the lap two means you won't progress in the next round, so you will have to take risks and really go for it sometimes.

As might be expected, there are other factors as well as the computer-driven that can make a difference. Explosions on both land and sea can send your craft spinning out of control for a few brief seconds, and talking with the computer-driven drivers only your progress and not theirs.

Run the Gauntlet is not one of Ocean's better games. It's well put together and is fun to play, although the balloon deflation is a bit off. But, it's a fun new direction to keep you playing for months.

Andy Smith

RUN THE GAUNTLET

Multi-eventing around with OCEAN



Spectrum - Spectacle are the element of all the best work, although that's not necessarily a bad thing!

SPECTRUM VERSION

Enough to keep you and the game is fun, it's a real challenge for you to win a race. It's a real challenge for you to win a race. It's a real challenge for you to win a race.

GRAPHICS 4 **IN FACTOR** 3
AUDIO 5 **RUN FACTOR** 7
ACE RATING 877



Amstrad - Playing a better than the usual way in the top corner to guide yourself around the course.

AMSTRAD VERSION

The graphics are not the best, but the BT version, so you can expect to get a lot of fun out of it. The graphics are not the best, but the BT version, so you can expect to get a lot of fun out of it.

GRAPHICS 4 **IN FACTOR** 3
AUDIO 5 **RUN FACTOR** 7
ACE RATING 873

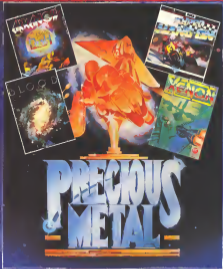
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BT	£19.95	OUT NOW
AMSTRAD	£19.95	AVAILABLE
SPECTRUM	£19.95	OUT NOW
AMSTRAD	£19.95	OUT NOW
BT	£19.95	AVAILABLE

PREDICTED INTEREST CURVE

After the initial excitement caused by the release of the game, the interest curve is predicted to be relatively stable, and you can expect to see a steady decline in sales over time.

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DARK SIDE

THE DARK SIDE OF THE FORCE is a dark, gritty, and suspenseful look at the Sith, the evil side of the Force. It's a story of power, ambition, and the struggle for dominance in the galaxy. The Sith are a powerful and feared force, and their rise to power is a story that has captivated fans for years.

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THE DARK SIDE OF THE FORCE is a dark, gritty, and suspenseful look at the Sith, the evil side of the Force. It's a story of power, ambition, and the struggle for dominance in the galaxy.



The white team try to stop the black team from scoring another goal. That controlling of the white play on the left can be done if you wish.



Ready when you're going to strike the ball (control the mouse to see where the rest of your team have positioned themselves) but beautifully you'll score.

WHILE the world waits for Microsoft (didn't it appear on the 1984 machine base line catalog) to with their remarkable technology is it worth considering if it should you own your stuff?

Well we can now tell you that it's definitely worth considering because it's one of the best body games to have appeared on the home machines to date. As seems to be the topic nowadays for games it viewed from above with you controlling whichever player is

KICK OFF

ANCO put their boots on

in the best position to get the ball. It's a one or two player game, in which you can either play against a friend or take on the computer single-handed.

The matches last from ten minutes (the most per goal) to a full-time 90 minutes, and if you don't fancy practicing first formation moves or just joystick control you can pick your formation and dive into the game.

Win the foot and you can decide whether to play spread (play is virtually an end down the screen) or chain for the first ball (the teams switch for the second) ball. Then, you can't see the white play on the screen at once, there's a scanner in the top left, showing your position on the pitch.

But what about the penalty? Your player's automatically kicks the ball once they get hold of it, and turning with the ball can take a while to master (kick the joystick five buttons down before touching the ball and you'll stop it, making it much easier to control) but

once you do, you'll find the pace of the game makes it thoroughly enjoyable. Add in the great graphics, a host of skill levels, a keeper to play it and it can't option and you're onto a winner.

—Andy Smith

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QUANTUM	£19.95 + £14.95pb	IMMEDIATE	
IMPACT	£19.95pb	IMMEDIATE	

BY VERSION

The graphics and controls are great (the sound is nothing special) but the gameplay is a great tactical game that will have you kicking up for a great while.

GRAPHICS	5	IQ FACTOR	3
ANNO	5	PLAY FACTOR	5
ACE RATING: 90%			

PREDICTED INTEREST CURVE



The controls take a while to grasp, but as soon as you've got the hang of them you'll find this fun berry.

DANGER FREAK

Rainbow Arts, C64 version reviewed, price TBA

The Cannon have at last started to produce some original software instead of just cloning others. This particular example puts you in the role of a stuntman trying to live several minutes to the contrary.

The first sequence is a horrendously exciting road film with hazards like wrong pick-ups, judders, policemen and stop bars that must be shown round, dodged under or shunted over as fast as possible. Daring manoeuvres come in the film, affecting your health and puts on the budget. Too many errors and everything has to be started again.

At the end of the sequence you have to

pull out the back of a car and turn it in with a rope ladder dangling from a helicopter. None of this is very easy and takes a frustrating amount of time to master.

After an obstacle course based on Super Sprint it's back to stunt action on the water. Some sort of obstacle-dodging as in the first stage, but easier. The final section takes you into the air where all sorts of lands and planes attack and have to be avoided.

There's a lovely mix enough of the game to keep you on edge, but it's open only

—Bob White



Starting off on the highway in full where maintaining speed and avoiding the obstacles are extremely difficult tasks.

GRAPHICS	7	IQ FACTOR	4
ANNO	7	PLAY FACTOR	5
ACE RATING: 80%			

SKWEEK

LORIGIELS make like a mouse

CUTE makes a comeback with this lovable, easy-to-use orange chip-eating Skweek. His mainstay importance per piece is 10, so to turn blue squares pink. What more worthwhile reason for existence could there possibly be?

There are 99 levels that have to be pinked, each one viewed from above and scrolling vertically when Skweek reaches the edge of the screen. The floor is made up of tiles that all have to be turned pink by running over them. That's the game in a nutshell, but there are a ton of features to complicate the action.

Speed at first, the levels are slow that throw out nasty little monsters, most can be

taken out with the forward long bar ball. Skweek starts with, but other weapons can be collected that are more effective.

As well as extra weapons there are other objects that appear randomly in each level like

BT VERSION

The graphics aren't their best, it's very colorful but a bit over-pretty. Clips are unusual, but it makes things easy, it's missing in the console level.

GRAPHICS **T** IN FACTOR **4**
 AUDIO **T** FUN FACTOR **5**
 AGE RATING **7-10**



Skweek, the cute little orange creature with the pink hairstyle, can turn grey, or blue, by eating a ball-to-ball green monster. There's a gun for a light.

sketch rules here, extra speed and cuts to the next level. You're pulled to them by a direction pointer, but they all disappear after a while. Some tiles are also marked with a lion's paws, green ones act as smart bombs and blue ones destroy surrounding tiles.

Getting through the early levels is easy but things get more complicated the further you go. There are shortcuts, but not in levels. Complicated blocks, sub-rolling blocks and a ladder that make Skweek take long time levels, leading blocks. The programmers have created some tricky levels, all it takes is power for thought as well as seeing for the time limit.

Not all the bonuses are good for Skweek. Reversed controls make it all too easy to run off the edge of a level. Another problem is turning tiles blue instead of pink, it doesn't last long, but it really makes progress time.

It's continuously play and gives more bits of short form, 99 levels will keep most play at it. Duty, particularly with the random levels option that plays them in random order.

■ **Bob West**

RELEASE BOX

ATARI ST	£19.95	CUT NOW
AMIGA	£19.95	AVAILABLE
ANALOG	£5.95 - £14.95	AVAILABLE
IBM PC	£19.95	AVAILABLE

Re-release planned

PREDICTED INTEREST CURVE



The rising feature and levels keep interest high at first. However, over the medium term, sales should drop into the gaming buying area of a few weeks.

STEVE DAVIS WORLD SNOOKER

CDS, ST version reviewed, £19.95/£24

On game styles are supported, breaker 15 into, regular 10 into, UK pool, US pool, English 6/8 balls and Czech 8/8 balls, all of which are played on the same table, except that US pool uses blue balls.

Play follows the standard pattern of selecting the direction of ball, regulated by a mouse, left attached to the white and then setting strength and spin prior to releasing the cue. Also, any really tough shots can be taken back, like a three-ball, and the more remarkable attempts can be repeated a few times. Each game can be played within a frame, apparent, or the computer which is a bit of an expansion, leads up to Steve Davis standard.

As well as your old purposes to include the green ball, sports, suitability at fairly

important and SOWS has an overall count. Maximum shot strength is noticeably better, it's used, and the rotating system just isn't accurate enough, given the resolution of the screen and the size of the balls. A coin mode is necessary, but prices seem to be higher than.

The game is well, and play, but not all, playing, light effects are weak, although a simple computer purchase, the author, and a great section of the CDS, is smaller than, includes the game.

It's fun to play as a game in its own right, and does have being, interest, as long as you support its, development, but game, snooker, and pool, enthusiasts, will be, greatly, impressed.

■ **Steve Judd**



In practice mode, the direction the cue ball extends from the white to predict the movement of the object ball.

GRAPHICS **B** IN FACTOR **3**
 AUDIO **B** FUN FACTOR **3**
 AGE RATING **5-10**

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June 23 to 25, 1989**

**Fri & Sat: 10am - 8pm,
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The Atari Computer Show is back - with many new products and developments. And the great news is that all the major players in the computer world supported by an incredible wealth of top quality applications, games and utilities - all on one of the show.



Business



GAMES

GAMES

Many computers are renowned for their ability to run fast-paced arcade quality games.

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If you're a home game player you'll find Atari's special on offer at the show - you're guaranteed a real treat!

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So far a great day out - whether you want to see what the latest bells for Atari computers have to offer, or the latest software of the magazine on offer or get advice on specific applications - the Atari Computer Show is the place to go.

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Alexandra Palace is so easy to get to by car, rail, underground or bus. There are even free bus and other park area services across from King's Cross and St Pancras - the bus has regular shuttles between stations and show every 10 minutes.

If you're travelling by road, the show is only 10 minutes away from Junction 20 on the M25. Car parking is free.

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WHO were the other great inspirations? The answer, for underlined strength, is all credit to exploration. But for the rest, the story gives something like the Ghostbusters. The film became an Activision computer game full price, then budget. Then a Nintendo TV cartoon and comic appeared, including the 90s team and called The Real Ghostbusters, which made parts Data East decided would make a jolly computer game too. ACE loses four! Peter Actvision have decided it would make a jolly computer game.

SPECTRUM VERSION
It's a good, polished and enjoyable. The graphics are OK, though the animation leaves a little to be desired. Not a game that stands out in an impressive way.

CHANGES: 0 **IB FACTOR:** 0
 REVIEW: 0 **PUR FUNCTION:** 0
ACE RATING: 57%



Spectrum - An arcade-like action shooter with a bonus for protection.

THE REAL GHOSTBUSTERS

Get sixed with ACTIVISION

RELEASE BOX

GAME 1	13.95	OUT 1/8/84
GAME 2	14.95	MARKET
GAME 3	13.95	MARKET
GAME 4	13.95	1/14/84
GAME 5	13.95	MARKET

BT VERSION
It's also good and the editors are OK, the graphics are unimpressive and the animation isn't as convincing. Many like to the real world but you'll not get all the game of the year and certainly not a game that's been the best to play.

CHANGES: 0 **IB FACTOR:** 0
 REVIEW: 0 **PUR FUNCTION:** 0
ACE RATING: 58%

Yes, so here we have it: the computer game of the century of the computer film game!

Yes, and probably a second too. Because it supports simultaneous two-player action, here to fight your way through some ten levels of ghost-infested mazes, collecting the magic things with your Proton beam, super, before collecting the ghosts you have to shoot them first with your normal gun. It's such fun on the film factory to have them into you: caddy fluffy white gloves, before holding your finger on the fire button to trap them in the beam and draw them into your backpack.

There are benefits to be collected - from other ghosts or shooting parts of the scenery such as oil drums - including a saving. Since you set a shield if things weren't tough enough already, then remember you'll get to complete each level rather a time limit.

The colour detection is gone and the graphics at last it's better, more than so. Not top class, but not a certain not as much as on the original Ghostbusters game.

— Andy Smith

ARCADE ACCURACY
Justified, every feature of the classic has been included.

GOIN' UP SCORE

PREDICTED INTEREST CURVE

Forecast double sales later this year, but with the launch the board program has more significant results.

RENEGADE III

Images, Spectrum version reviewed, £8.99

The urban jungle looks not so really out of the world this time. Hanged, doing so the most stress of the city, he's beating through the zones against the various things history and War of law.

We battle with a primitive beast whose children and women, looking like Rock and some who show the Boudonville at a black house, in a bet to that to a side. He just watch along the scrolling landscape, jumping and climbing walls to get to a couple of secret combinations. There are several multi-directional control keys at once.

Back to the way of the real game's title machine and what time off the top was the zone. At the energy and time, the progress and battle is replaced against a new group of enemies. The second game is a complete challenge with traps and the beam, a lot like the first.

The action is very similar to the previous game, especially the understanding. It has some good parts of games, but notably the 5th the Final Chapter.

— Bob Smith



Not so the cool style in the shades being attacked by both sleeping eggs and these their importance showing on.

CHANGES: 0 **IB FACTOR:** 0
 REVIEW: 0 **PUR FUNCTION:** 0
ACE RATING: 57%

GAMES FOR ADULTS

It's not just a young person's world. There are plenty of fun activities for adults, too. Here are some ideas for you and your friends.

1. **Go to a museum.** Many museums have special exhibits and programs for adults. Check out the local art museum or history museum for a special event.

2. **Take a class.** Learn a new skill or hobby. Many community centers and libraries offer classes in a variety of subjects, from cooking to gardening.

3. **Join a club.** Meet new people and share your interests. There are clubs for everything from book lovers to gardeners.



Motorcycle style is a popular way to express your love for the open road. www.motorcyclestyle.com



Welcome to this month's TNT, where the usual batch of hints and cheats is accompanied by the first installment of a two-part 8-bit player's guide to *Rise in Mistic Earth*, written by none other than the man himself, Mike Lightner. There's also some useful coaching for TV Sports Football players, clues for the spy game *The President Is Missing*, and a helpful hand on *FOFT*. Plus a new *C&A* reference listing - you lucky people!

TNT

R-TYPE

Hands up if these Space games leaving it hard for you against the evil Spidee aliens? Thought so. Some simple hints would make things a lot easier. Here they are in listing form. It's a listing, but I've written it with a flourish.

Simply zap it in and BUB it to level 4. Zap with infinite lives and infinite credits. Good, huh?

NOTE: When the ladder falls, they're the first. When it falls again when the ladder turns black.

30 FORT A-23254 10 00000

30 FORT B 1-100 1000

30 FORT C 1000 1000

30 FORT D 1000 1000

30 FORT E 10 100 100 100

30 FORT F 100 100 100 100

30 FORT G 100 100 100 100

30 FORT H 100 100 100 100

30 FORT I 100 100 100 100

30 FORT J 100 100 100 100

30 FORT K 100 100 100 100

30 FORT L 100 100 100 100

30 FORT M 100 100 100 100

30 FORT N 100 100 100 100

30 FORT O 100 100 100 100

30 FORT P 100 100 100 100

30 FORT Q 100 100 100 100

30 FORT R 100 100 100 100

30 FORT S 100 100 100 100

30 FORT T 100 100 100 100

30 FORT U 100 100 100 100

30 FORT V 100 100 100 100

30 FORT W 100 100 100 100

30 FORT X 100 100 100 100

30 FORT Y 100 100 100 100

30 FORT Z 100 100 100 100

30 FORT AA 100 100 100 100

30 FORT AB 100 100 100 100

30 FORT AC 100 100 100 100

30 FORT AD 100 100 100 100

30 FORT AE 100 100 100 100

30 FORT AF 100 100 100 100

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30 FORT AU 100 100 100 100

30 FORT AV 100 100 100 100

30 FORT AW 100 100 100 100

30 FORT AX 100 100 100 100

30 FORT AY 100 100 100 100

30 FORT AZ 100 100 100 100



FOFT

For all those people who rolled out and bought *FOFT*: It's the game of the 87 without reading the manual. First, here are some desperately-needed hints.

At the beginning, take the initial 100 credits and go straight into the Trading system. Watch the price of food in the Agricultural Products section, and it falls to 10 or below. Buy as much as possible, then keep watching until the price rises to 2001 credits. Place and the lot.

Continue to do this, using up all the available credits each time. Eventually, all the food can be bought and sold, reducing the market to fluctuate between 7 and 20 credits.

After playing the market for some time (patience, patience!) profits should be high enough to afford all the useful gadgets: class three shields, tertiary weapons system, and a Super Drive III. I launch speeds up 100 in local speed.

After hyperjumping to a system and reaching the planet by using the short range jump, space stations are located by accessing the long range radar and looking for the white stars. It's then just a matter of flying within visible range and releasing the automatic docking computer.

If other vessels attack from freedom, contact the craft in question using their identification code. This leads to end their assault.

■ David Russell, Bristol

HEROES OF THE LANCE

Further to the hint printed in Issue 19, here are some additional tips for the 3D arcade adventure from someone who should know...

Only three of the seventeen spells are needed: Cure Light, Phoenix Walk to complete (supersticking rig) (essential for destruction of Insular) and Dragon Breath (to use against Phoenix).

None of the treasures, unless you're not an expert. You should be able to find an actual needed.

Fight everything but Hatching, run at them and stage into a trap.

Rescue jumps forward. Save your position before or after death.



Goldfish's throne for staff at Wizard's place can't throw it at any other level. Then get a lighter to hit and the flying dragon to hit.

■ Peter Austin, Level 9 Computing

FUSION

A big advantage of Fusion is that you can use it to play the game on a computer. This means you can play it on a computer, which is a big advantage. You can also play it on a computer, which is a big advantage. You can also play it on a computer, which is a big advantage.

■ Thanks to Lucas Games, Basing



MONEY!

TNT gives away up to £200 worth of vouchers each month. If you have any hints, cheats or tips to share, then you could win a £200 voucher. It's easy to win the big prize of £200!

THE PRESIDENT IS MISSING

THIS TRICKY INVESTIGATIVE GAME HAS PROMPTED SOME USEFUL HINTS. HOPEFULLY, THESE WILL MAKE SENSE TO ANYONE PLAYING THE GAME...

TERESA BECKWORTH'S MURDER

It was reported that Colonel Sebastian Beckworth's wife's activities are unaccounted for the last days. Get the clues, get the evidence, and get the truth. Do the best of the president's wife's job. You have a job to do. You have a job to do. You have a job to do.

Make the discovery by looking at the President's wife's activities. You have a job to do. You have a job to do. You have a job to do. You have a job to do. You have a job to do.

Furthermore, Albert Beckworth, son of the President, was to appear in court. It was said that he was going to be the President's son.

Furthermore, Albert Beckworth, son of the President, was to appear in court. It was said that he was going to be the President's son.

Furthermore, Albert Beckworth, son of the President, was to appear in court. It was said that he was going to be the President's son.

CODED MESSAGES

The five Morse Code transmissions are deciphered to the following messages:

- 1 ORDER TO DEPART, SET ENROUTE IN FULL
- 2 00 00 00 GAZELLE 00 00 00
- 3 ORDER TO DEPART, SCHEDULED ROAD
- 4 GOODMORNING TO DEPART, INDETERMINATE 000 000 000
- 5 ORDER TO DEPART, 7 DELIVERED, FUGITIVE, UNUSUAL SUFF 011400

(The words in their original form may be British Malvernese.)

The sixth hidden message is POLICE (typed out by the French President against the microphone). Tracks can be seen in the photograph "President At Resting".

PHOTOGRAPHIC EVIDENCE

President At Resting



Tracks are one of the clues. The President's watch may indicate the time in the Continental United States.

TBI Photo



The man in the picture is Robert Woodford. He is working outside Leo-Wine's hotel room, 4109 Jackson Street.

Staging Area



The helicopter was taken from the NASC database. The AI stands for Investigations Industrial.

Turkish Police Visitor



Last recorded owner of the gun was Spector Reppel.

SEGA STUFF

GOLVELLIUS

This Sega game is getting on a level, since it hasn't been around before. Here are a few tips to give the game an added boost.

When entering a code, put the number first on the third digit. This is followed by a number of zeros, money and life points. The great result is dependent on the code, so try out different ones. To find the second screen, click the central blue circle (about five a clock). When the screen appears, hit the button for the first to stop that falling line. Simply keep stopping when he follows.

To find the third screen, hit the green button at the top right (provided above the river) the one in the corner.

To defeat Fodder's squadrons are needed. These are found by hitting a large palm tree southwest of the beach. Fodder is then found on the Swamp Island. Fodder can be killed by using the fire to attack. Alternatively, you can use the same way, but it is more difficult because of the enemy's avoid missiles.

Gold can be stolen by kidnapping, and only by using a power damage being required.

Golvelius is killed by planting a bomb then allowing him to smother while not being hit. The following code allows you to finish the rest of the game. All that is needed is the location of Golvelius, which a feature letter will change.

0,11 0,00 0,000 0,000
0,000 0,000 0,000 0,000

WONDERBOY IN MONSTERLAND

Enter and the game. There are large empty walls. These should be knocked on regularly, because there are hidden doors which can be opened.

To get the Golden Key, head for the eastern of the second round and knock on the movable blue windows on the third row about some time. The window code provides a portal for Colver.

Go to Barlowe and enter the movable blue located next to an ordinary door on a platform above a doorway (during a crash). The window provides a file.

Go to Fodder (about head right) and a small appears. Open the door and take the file. Head right and enter the museum. Collect the file. Then from the old prison.

Next, head for the Undersea Kingdom of Col. Head left and enter a ship. You can't go down and then enter. The coffee should now have the names (Fodder, Spector) on all the doors and someone offers the Ship or the Ball. Take the Ball to help negotiate the Spector.

Paul Tackett, Gorker

WHAT MAY HAVE HAPPENED

MIXING

Business

WITH

CONFIDENCE

WILL BE
A REAL

EDUCATION

Commodore computer show

Britain's largest event for Commodore computer users is back! And there's more to see than ever before.

This show has three main themes covering some of the major areas in which Commodore machines are used. There are over 20 entrepreneurs who will be exhibiting their latest products which means that you'll stand amongst all that is new in the Commodore world will be on show.

Business

Many companies will be demonstrating their latest software and hardware specially designed to suit the full business potential of Commodore computers.

As well as products for the CBM and Amiga systems you'll be able to try out applications for the price-free my Commodore PC compatible range.

And you'll also be able to attend seminars covering all aspects of using Commodore's money in your business.

Leisure

The CBM and Amiga computers are the most powerful it will be for money by producing the most exciting video games. The range of new software on show

Novotel Exhibition Complex,
Hammersmith, London W6
Friday to Sunday
June 2 to 4

Monday 9th to Saturday 15th June 1989

will demonstrate how these machines provide a continuously rising standard of productivity and user more effective means with users' profiles.

If you're a keen game player, you'll find there's so much on offer at the show you'll guarantee a real treat!

Education

Commodore makes an ideal user in educational tools all over the country. With the development of IBC based on the Amiga and the advent of Desktop Trainers, transferring TV pictures with text and graphics to the range of educational applications is easier.

At the show you'll also have the latest software

perhaps you're making and breakthroughs in the educational sector. And be sure to try them out for yourself!

Special Events

As well as special events and presentations you'll also be able to meet some of your favourite celebrities and maybe get a chance to talk with them about how they use Commodore in their work.

So for a great day out, whether you want to see what the future holds for Commodore computers, to buy the latest software or to get advice on specific applications, the Commodore show is the place to go. And if you can't do the usual ticket, we'll knock £1 off the price of each ticket!

For the first time we're offering a family ticket for just £15 allowing entry for two adults and two children - saving up to £7 off the usual entry price!

How To Get There

By Underground: Hammersmith (Friday, Saturday & Sunday)
By Bus: 288, 744, 746, 289, 85, 32, 33, 74
Car parking facilities available at the Novotel.

Advanced ticket order



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- Total £ _____

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 Please debit my Amstrad/Am card no. _____

Card no. _____

Expiry date _____

By post _____
 Authorisation of order
 on receipt
 £2.00 (under 16y)

Advanced ticket orders
 must be received by
 Wednesday, May 24

Name _____
 Address _____
 Postcode _____

PHONE ORDERS: Ring Show Tickets 01 222 284
 PLEASE CANCEL BY 10.00 (MONDAY)
 ALL INFORMATION BOOK-ORDER TO ORDER
 Please quote our order number on all orders

ARCHIPELAGOS



Alari ST approx. shots

*Imagine a game without violence,
yet as chilling as abandoned
places where people have died and
never returned.*

*Imagine a 3D world, yet the only
forces are those that come from
the ground.*

*Imagine the danger of a tormented
soul, carried aloft by nothing
greater than the wind.*

*Archipelagos is a completely new
sort of game. It offers 9,999 living
landscapes, in 3D, with continuous
smooth movement and scanning.
It is so extraordinary it defies
classification. It is the experience
of the metaphysical.*

*Archipelagos is conceived and
coded by Astral Software.*



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TV SPORTS FOOTBALL

OK, AMIGA OWNERS: INTO A Huddle for some on-the-spot coaching for Microsoft's Gridiron Game:

At the start of the start of the season you'll call the huddle. The number line (1-3) and the following statistics (shown at the top of the field) apply to the team you've chosen. A program listing (shown at the bottom) is available for you.

Both teams should have good stats, though the tight blue huddle has the advantage in run more than 100, so it's better to use that to start your game.

The Quarterback should be updated at least weekly at the center, with a few other of his surrounding players. Quarterbacks tend to be the best and you'll want the opportunity to move and defend and apply strategy to it. The other players don't matter until the Quarterback gets into the game. The Quarterback is the only player who can move in the 4-4 formation, and there's another update.

Quarterbacks and defenses are the main two things you'll want to be doing for the rest of the game.

One of the main Quarterbacks will have the best stats and strength, 7 or 10. In fact, the other defense players will have the highest stats (10 or 12) for the game.

★ DEFENSIVE TACTICS

Against 4-4 Formation

Use the 4-4 formation to defend against the 4-4 formation. The Quarterback is the only player who can move in the 4-4 formation, and there's another update. The Quarterback is the only player who can move in the 4-4 formation, and there's another update. The Quarterback is the only player who can move in the 4-4 formation, and there's another update.

Against 3-3 Formation

Use the 3-3 formation to defend against the 3-3 formation. The Quarterback is the only player who can move in the 3-3 formation, and there's another update. The Quarterback is the only player who can move in the 3-3 formation, and there's another update.

Against 1-3-3

Use the 1-3-3 formation to defend against the 1-3-3 formation. The Quarterback is the only player who can move in the 1-3-3 formation, and there's another update. The Quarterback is the only player who can move in the 1-3-3 formation, and there's another update.

Against Pro-Ball Formation

Use the Pro-Ball formation to defend against the Pro-Ball formation. The Quarterback is the only player who can move in the Pro-Ball formation, and there's another update. The Quarterback is the only player who can move in the Pro-Ball formation, and there's another update.

Against Pass

Use the Pass formation to defend against the Pass formation. The Quarterback is the only player who can move in the Pass formation, and there's another update. The Quarterback is the only player who can move in the Pass formation, and there's another update.

Use the 4-4 formation to defend against the 4-4 formation. The Quarterback is the only player who can move in the 4-4 formation, and there's another update. The Quarterback is the only player who can move in the 4-4 formation, and there's another update.

Use the 4-4 formation to defend against the 4-4 formation. The Quarterback is the only player who can move in the 4-4 formation, and there's another update. The Quarterback is the only player who can move in the 4-4 formation, and there's another update.

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Use the 4-4 formation to defend against the 4-4 formation. The Quarterback is the only player who can move in the 4-4 formation, and there's another update. The Quarterback is the only player who can move in the 4-4 formation, and there's another update.

Use the Pro-Ball formation to defend against the Pro-Ball formation. The Quarterback is the only player who can move in the Pro-Ball formation, and there's another update. The Quarterback is the only player who can move in the Pro-Ball formation, and there's another update.

★ OFFENSIVE TACTICS

Running

Use the Running formation to defend against the Running formation. The Quarterback is the only player who can move in the Running formation, and there's another update. The Quarterback is the only player who can move in the Running formation, and there's another update.

Passing

Use the Passing formation to defend against the Passing formation. The Quarterback is the only player who can move in the Passing formation, and there's another update. The Quarterback is the only player who can move in the Passing formation, and there's another update.

Short Pass

Use the Short Pass formation to defend against the Short Pass formation. The Quarterback is the only player who can move in the Short Pass formation, and there's another update. The Quarterback is the only player who can move in the Short Pass formation, and there's another update.

Long Pass

Use the Long Pass formation to defend against the Long Pass formation. The Quarterback is the only player who can move in the Long Pass formation, and there's another update. The Quarterback is the only player who can move in the Long Pass formation, and there's another update.

Use the Long Pass formation to defend against the Long Pass formation. The Quarterback is the only player who can move in the Long Pass formation, and there's another update. The Quarterback is the only player who can move in the Long Pass formation, and there's another update.

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RAMBO III

If there are any fudge fans (men or women) who don't have the Colonel, get back to the point of US in the game on the ST. They should play the game and get 5.0/5.0 or more. To get in the high score list, then type in SENECA E and press return. Now, when the film starts to go on screen, press 1, 2, or 3 to start a chosen level.



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Clash of Clans



College BT



Volley Ball

Clash of Clans
 Clash of Clans is a top-down strategy game where you build a village and fight against other players. It features a variety of buildings, troops, and defenses.

College BT
 College BT is a first-person perspective game where you explore a virtual world, interact with objects, and solve puzzles.

Volley Ball
 Volley Ball is a top-down sports game where you control a team of players on a volleyball court, aiming to score points.



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Every quest in *Hillstar* is a different exhilarating experience. Explore the city, meet its colorful denizens on the streets or in pubs and discover a quest (there are many possible ones).

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A FORGOTTEN REALMS™
 ACTION ADVENTURE

With 80 quests that enable Dungeons & Dragons™ characters to explore the *AGE-OF-FORGOTTEN-REALMS™* computer world and study a year's worth of adventures and 100 weapons and characters from *AD&D™* (Dungeons & Dragons™ 1.0 & 2.0).

In the magical world of *Dungeons & Dragons*™, you can experience the adventures of a knight, wizard, mage, or the ancient dragon themselves as you play the various quests of *Hillstar*.

The city of Hillstar has been overrun by monsters. You must discover the identity of the evil forces attacking them and defeat them. The game is an exhilarating and the perfect combination of the classic *AD&D*™ role-playing and *AGE-OF-FORGOTTEN-REALMS™* computer games.



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BUDGET

The bargain basement section of this month's Screen Test has a distinct gambling flavor about it, with a package of gambling games, a one-armed bandit simulator and some pinball action. The Titanic had a cause, too. Probably.

BY BRENNAN WATSON

LAS VEGAS CASINO

ZEPPELIN • C64 • \$2.99

This one isn't quite as perfect as a fruit machine or blackjack and slot dice games can be enjoyed for their own sake. The features four games: blackjack, roulette, roulette and craps playing at the back. It's a dice game and you know it.

Each game is played with the computer as the dealer. The simplest is blackjack (roulette) but the other three take quite a bit of mental edge of the rules in order to get advantage.



These are not very well explained though 20 players who don't know how to play roulette or craps will have problems.

The only aim is to make money so there's no motivation except the enjoyment of the games themselves. The graphics are very ordinary except for a nice red screen when the money has been lost.

B ACE RATING 47%

TITANIC

NIRX • Spectrum, Amstrad • \$1.99

The pride of the Blue Star line now lies in bit form. One rule better the surface of the Arctic



ocean. Brains doubt have prevented the great ship, but 82 seconds later remained a mighty wild sea.

A time pressure-mounted strategy and has been developed which allows some 15000 miles to actually swim down to the wreck, and this is where the player comes in. Armed with a hydrogen gas and a limited number of the rooms, a safety-escape door must be pushed through a labyrinthine door system which is created by 10 tonnes of damaged aquatic creatures. Key contact with fish, squid,

mermons etc causes the diver to lose oxygen from his tank, which can be replenished by eating sea urchins, krill. However, moving a shark in close quarters is instantly fatal. Death ends the mission except from the cave entrance.

Being trapped the diver is prevented in permitted to allow access to the second level which begins inside the wreck of the Titanic. The diver's aim is to locate switches for open doors, find other explosives and take a cube full of valuables while avoiding a sinister group of mutants from the previous level.

Control of the diver is a little awkward, and the game is of the simple search-a-strategy type. Once trapped out it shouldn't stay too long, in fact, but being said this, Titanic does provide a reasonable challenge throughout the way.

B ACE RATING 56%

ADVANCED PINBALL SIMULATOR

CODEMASTERS • C64 • \$3.99

As pinball games go - and there haven't been many on the C64 of late - CodeMasters' entry is the best in pretty good. The main problem



ball movement is erratic, and it plays in a similar fashion to Twin Slime, in that specific features that do it up to real life forms.

In the manner, a major book appears as it opened by pressing lights in mid-air. Inside a pocket is made to bubble and a 10-point rule. It is slowly removed by hitting switches, and a level leaving the end is normally discarded as contact with the ball. Access to the next stage is finally achieved by clearing the screen and hitting the next button.

Unfortunately there is only one credit in complete which doesn't really offer much of an attraction to advanced play. A ball function is really boring, and there are a couple of levels which make the ball hit through lights and barriers, or even go coming out of the play area.

Although the game is entirely enjoyable for the first few games, the urge to play should disappear once the ball has been played through a couple of times.

B ACE RATING 55%

SUPERNUDGE 2000

MASTERTRONIC • Spectrum, Amstrad • \$2.99

Of all the ridiculous things to do a simulator of that machine we try to be dumbest. The whole point of that machine is to win money like the real one and they are almost entirely redundant.

However, experience has shown that there are people prepared to shell out hard cash for this. On the Amstrad, the one is very colorful but the rules are really slow. It also does

not have as many features as the Spectrum. The Spectrum has much more but at least it has had many and has done so at the time.

Obviously this is computer entertainment for youngsters. It is not suitable for people who are serious and some for pay, as they have to a lot of time involved, or could it possibly get to one by now?

B ACE RATING 21%



Win the battle for Kiev

FIRE BRIGADE

The Battle for Kiev - 1943

Dave O'Connor
Tony Oliver
Ben Frazier



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UPDATES



AMIGA

AFTERBURNER

ACTIVISION's top shoot 'em up 3D version redefined laser to — ACE rating 887
Whether the best of all the versions, or the old, old, flying high 5 version



speedy sports accompanies the usual high-octane and abundant. Sadly the game isn't everything there again. It's not quite flying around the top 100 list is it
■ ACE RATING 888

CRAZY CARS II

TELEVISION'S
3D version redefined laser to — ACE rating 788



They're a subtle improvement, plus there's a beautiful, colorful, sparkling new, shiny Crazy Cars II camera ready to take it places. Road and car movement is pretty nice, smooth, but the graphics aren't the best. It's a good, fun, fun game.
■ ACE RATING 788

PRISON

CONYALEX'S first 3D
3D version redefined laser to — ACE rating 784

Whether it looks like you're in the first world or the third, it's a good, fun, fun game. The first and only 3D version of the game is a good, fun, fun game. It's a good, fun, fun game. It's a good, fun, fun game.
■ ACE RATING 784

VICTORY ROAD

TELEVISION'S
3D version redefined laser to — ACE rating 784

Whether it looks like you're in the first world or the third, it's a good, fun, fun game. The first and only 3D version of the game is a good, fun, fun game. It's a good, fun, fun game.



BATTLEHAWKS 1942

LUCASFILMS GOLD CD-ROMS ■ PC version redefined laser to ■ ACE rating 826

Flying a Grumman F4U 20000 ft above your average carrier in the middle of the Pacific Ocean, you certainly feel like you're in a war zone. You're in a war zone. You're in a war zone. You're in a war zone.

That's a typical mission in this retro-themed combat flight sim where the emphasis is heavily on the combat side of things. As a pilot will enter the American or Japanese you'll fly three types of plane — fighter, bomber and torpedo — and participate in some five-hour missions. You'll be engaged for of the most battles in the Pacific war.

Before obtaining any of the missions (which range in difficulty from easy through moderate and hard to — impossible) it's always a good idea to practice flying the various planes first. Staying in the air is easy, but hitting a target isn't so easy. You'll have to aim for a target from 20000 ft in not so easy.

Don't you start playing for real and without using the options for unlimited fuel and ammunition and invulnerable armor before your plane is any way and your ozone

record is not updated so you don't stand any chance of winning medals you may find the enemy planes a little tough so you can alter the experience level of the enemy plane, making them slower to react, and less accurate when firing back to give yourself a fighting chance.

There are a total of seven — both from within the cockpit and from outside if you prefer to record some of your missions. You can watch the cockpit camera and then switch the playback — set on the whole if you enjoy flying around blowing enemy planes out of the

sky. You'll find Battlehawks very satisfying.

AMIGA VERSION

Graphic, fast and colorful graphics, plus some impressive and atmospheric sound effects all combine to ensure you'll keep coming back to this game and again.

■ ACE RATING 826

ATARI ST VERSION

Graphics are set to par with the Amiga. It's recommended for flying, shooting, bombing and top-down too.

■ ACE RATING 826

ULTIMA V

MICROPROSE CD-ROMS ■ PC version redefined laser to ■ ACE rating 826

This incredible game took 10 years to develop. It's a long time, but once it arrived almost everyone agreed it was well worth the wait.

You control a party of adventurers roaming the countryside of

the land of Britannia in search of — an — adventure. The main quest in the game is to wander into the recently discovered Underworld and find out what happened to the party of adventurers led by Lord British (who has been absent



...and the other... about...
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BLACK RATING 6/10

ATARI ST

ROAD BLASTERS

MSX2+ D111988

GM version reviewed, issue 12 - AGE rating 6/10

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The only...
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BLACK RATING 7/10

SPECTRUM

CAPTAIN BLOOD

EMUC 10 10 10 10 10 10

87 version reviewed, issue 7 - AGE rating 6/10

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BLACK RATING 6/10

ELIMINATOR

MSX2+ D111988

87 version reviewed, issue 13 - AGE rating 6/10

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BLACK RATING 7/10

PAULAND

MSX2+ D111988

87 version reviewed, issue 13 - AGE rating 6/10

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The graphics are simple - an overhead view of a character representing your party - but the whole game isn't so unimaginative. The whole thing seems a little bit like the best yet. There's clearly a lot of you playing.



for months and if you've never played an RPG before you'd be doing yourself a favour by getting a copy of this. The price tag could bring advertising out of its grave.

BT VERNOON

The graphics are sparser than a PC can do better. The battle graphics are good and the whole is a good rating 6/10

DOUBLE DRAGON

MELBOURNE HOUSE EUROPE

The machine...
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Faced with the standard beat-em-up...
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A variety of weapons...
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BT VERNOON

Ultimately...
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BLACK RATING 8/10

AMIGA VERSION

Smooth...
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BLACK RATING 8/10



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EMLYN HUGHES INTERVIEW

ALDOREMIC (EUROPE, £14.95)

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What most football games fail to achieve is the balance between strategy and action. Here there is not only plenty of tactical...
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FUSION

ELECTRONIC ARTS C&A 9908 • Amiga version reviewed Issue 15 • **ACE** rating 807

Definitely claims to be nothing more than a computer game, the award-winning science-fiction shoot 'em up Fusion sets the player off on the task of visiting a series of outposts, collecting keys to unlock sections of maze, and attempting to gather the separate sections of a huge temple. To facilitate the negotiation of some maze, the player's craft sinks into a hovering mechanism and a time-based crawler, which are used extensively but in conjunc-

tion with each other.

Each level is littered with enemy gun emplacements, rocket sacs, and missile vehicles, which sustain a constant barrage of fire. However, both of the player's craft are filled with missiles and all enemy craft and installations can be destroyed.

Thankfully Fusion has reorganized Fusion, referring to the ST's capabilities rather than trying to emulate the game as it appeared on the Amiga. This has

worked to the game's benefit, and so it's a fair view to play this on its destination hardware—but certainly no easier.

ST VERSION

The ST version uses scroll vertically only, but they retain the terrific parallax effect, and are just as colorful as the Amiga's. Sound is limited to a necessity of gunshots and explosions, which grow less acute after a while.

ACE RATING 712

INTERNATIONAL SOCCER



SPECTRUM VERSION

The spectrum obviously isn't so good, but despite being small they do the job nicely. Sound effects are in a similar vein to the C&A, in that they are very nice to get to grips with.

ACE RATING 867

C&A VERSION

The graphics are the lobby variety expected of the C&A, but they are functional. The sound effects are limited but all you need are a mowing crowd and a few ball and whist effects.

ACE RATING 867

There's nothing more to this one, with minimal software overhead. The Amiga version certainly has led in the past, but the Spectrum has produced a better, or at least a different, which may well mean it is worth to jump again.

ACE RATING 860

PC

BILLIARDS SIMULATOR

THE INTERNATIONAL C&A 9908

Amiga version reviewed Issue 15 • **ACE** rating 808

Coming off the heels of the Amiga version, this (originally) and its companion, The Pool, take large chunks of motion for changing graphics and the more "open" it is, but as regarding as 10 Pool for 1, it is not of the same quality.

DALEY THOMPSON'S OLYMPIC CHALLENGE

OCEAN C&A 9908

Amiga version reviewed Issue 15 • **ACE** rating 880

When a sport game from a big name is put with the reputation of OTC, it's not surprising at all the more famous. Now with the addition of the PC version, the title is available to a wider audience. Unfortunately, it is not a native computer game, so it's a little odd on an Amiga system. It's a little odd, but it's a little more fun than the Amiga version. It's a little more fun than the Amiga version, but it's a little more fun than the Amiga version.

STAR GOOSE

LOGICWORKS C&A 9908 C&A

Amiga version reviewed Issue 15 • **ACE** rating 807

Without a doubt, this is a very good game, but it's not a native computer game. It's a little more fun than the Amiga version, but it's a little more fun than the Amiga version. It's a little more fun than the Amiga version, but it's a little more fun than the Amiga version.

TECHNOCOP

OPERLIN C&A 9908

Spectrum version reviewed Issue 15 • **ACE** rating 808

It's a good, but unfortunately it's not a native computer game. It's a little more fun than the Amiga version, but it's a little more fun than the Amiga version. It's a little more fun than the Amiga version, but it's a little more fun than the Amiga version.

ACE RATING 790

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DYNAMIC ELECTRONICS

Professional Draw has been designed as a partner to Professional Page, one of the main DTP programs for the Amiga. Like from Gold Book, The layout of the screen reflects the menu status bar and sub-window on the left side and tool palette on the right, using the clarity icons required by the Amiga's multiple resolutions in the efficient way of most good DTP programs for frequentist tasks: forward draw, text, polygon, ellipse, scale, rotate, distort, colour, multiply, contrast, pointer etc. - we all could see show the toolbars capabilities are accessed by double click on the status bar. Big printing colour or line-weight changes, preferences and other less visible icons are all reproduced.

Since Pro Draw is an object-oriented drawing system employing both bitmap and draw-level drawing techniques, it gives us a good opportunity to define our terms. The drawing method we all know and love from our familiar paint programs is **bitmapped** - the drawing area is a map or grid of thousands of pixels of the same size, each of which can be any one of the available colours. Every stroke that is made changes the colour of a group of pixels and hence the map. If the image is saved to disk or transferred in any way ALL of the pixels in the map must be stored or copied even if only three pixels or an otherwise small section are changed.

An **object-oriented** program, by contrast, paints the background. It is only concerned with the changed parts of the screen: the objects. Each of these is stored separately in memory and can be affected independently on screen - moved, sized, opened or brought to the front - just like individual pieces of paper. Most games use similar bitmap sections as related to background graphics.

In many DTP programs the objects are either blocks of text or sections of bitmapped images. Unfortunately when bitmapped images are printed they retain the resolution or dot size used to produce them. Even on the best computers, this gives rise to quite coarse lines. In Pro Draw, if a bitmapped object is transferred the original graphics is retained unless very sophisticated and very slow rendering techniques are used. One task of the object from

Over the last few months, references to 'structured' and 'object-oriented' drawing systems have begun to crop up with increasing frequency. By now, you may well be asking yourself "What objects - which orientate?" Many people have little or no idea what the concepts behind these words have to offer or how important they may become in the future. The arrival of PROFESSIONAL DRAW, the ultimate example of object-oriented drawing on the Amiga, gives Brian Larkmen a chance to explain...

ORIENTAL OBJECTS

Any normal drawing program can afford any angle — but many digital lines or scan lines are — is evidence that these lines are a better way. Lines that have been scanned up or down less than 100 and gain thickness when after enlarging or shrinking have been applied. Even simple transformations like rotation or perspective distortion result in a disproportionate loss of clarity.

What is required is a method that allows the maximum resolution of the display or print, regardless whether independent of visible size. It is a structured system, one that uses vectors. These vectors pull on the hidden.

If space is a line that is divided in terms of its length (and its direction) is used vector graphic drawing systems, this is achieved by defining both ends of the line as a set of coordinates: either x and y for a 2D system or x , y and z for 3D. The advantage of this approach are twofold. First of all it is economical in memory, only the data referring to two points in a line have to be described or saved. The data of the other are created back into the line as it is drawn. Second, the data relating to a particular object can be easily translated to other related scaled objects. This notion is essential to the screen, permanently my object or point can be selected independently and its attributes changed.

To sum up, graphic images are by of few tools borrowed as measured. If wrapped images are easy to produce but difficult to change without using other vector-based tools, images are difficult to produce, but easy to change regardless of resolution. Object-oriented systems can use both types of images and can therefore always take advantage of the most appropriate method.

TEXT

One of the main claims of the Draw! object-oriented system is its ability to trace out a straight edge as perfectly as a real illustration using this technique might show up the paper's irregularities and ink-jetting noise. The picture shows one of the few levels of drawing-based types. Each level was treated in a different way. Some of the problems encountered are described below.

This was originally a high-resolution, color font. 300-dots-per-inch digital picture of the word "Draw". The Draw! rendered the letters in four and scaled it to fit the page. For the moment it takes a long time to appear on screen initially or to update. Head 2 has been left exactly as the original. Head 3 was traced using the horizontal tool with a few points-width. The Head 4



shows the edge of gray pixels inside layered and above. Drawing is on the bottom object is very high degree of control of the final solution would have made a lot of trouble. Making was made more difficult by the problem of lowering each of the faces against. Head 4 is not a member of the same set. Head 4 closed and its color and line thickness values changed.

PROFESSIONAL GRAPH

Draw! objects is and leading a bitmap, the first thing you will notice is that it is exceedingly slow in large or screen. To be fair, this is a problem with all object-oriented systems — even as the Mac II Plus/HD seems to be faster in either an exact — illustration. The Draw! is too slow. The manual agrees that drawings slow the editor and describes a strategy to speed things up, namely to avoid scaling. Like most good drawing systems, the Draw! operates in a dual set as well as WYSIWYG (what you see is what you get) mode. The slow factor, because it supports redrawing of the bit maps.

TOOLS

Most of the editing tools are quite ordinary — coordinate control for object, which is rather unusual and interesting. Selecting the object was done by a rectangular box around any

selected objects. The box is itself a bitmap object. Dragging any one of its points moves the edges connected to that point. The manual makes the effect of this rather perfectly.

"Think of the rectangle as a rubber sheet to which the object is pinned. As a side or corner of the sheet is pulled, the shape of the object is distorted."

TEXT

The Draw! is not intended to be primarily a text handling system. Professional Page is for that. Nevertheless, it has few fonts available that are structured and flexible (easy to manipulate). The fonts provided — with and without serif — both look good on screen, but they suffer from one fundamental flaw. The apparent bold width differs each in a 1/4 or 1/2 of the true character — they are in fact almost drawn in the background (darker color and layered inside the main letter). The intention is apparently avoiding if the text sits above a fairly detailed object, as is the case in the "Draw! illustration."

TRIAL BY SEPARATION

Although color has always been difficult to move or put impossible to output from a drawing program (at least in a printing program), the current generation of packages provides full-color facilities so that high-quality



Professional Page is that birds, which allows further features of the image when changes are made.



The same illustration as left-hand's image, but rendered in black. With the transparency lower, using text.



In full, boldface mode, which provides more detail than the original image, although the letter size may vary.

GRAPHIC ACCOUNTS

images that are destined to be professionally printed can be colour separated. The cyan, magenta, yellow and black components of each shade are printed out separately. By using four or six primary colour separations, but patterns are limited by the printer's cost and printing a range of colours available for accessibility.

Using the Amiga's technical capabilities to print the most accurate approximation of colour means that only 18 colours from 4000 can be used at once. One of these — black through tones grey to white — is set out and photographed, being put down for the next. This is not quite as tedious as it sounds, because for colour separations and colour proofing each object can be reorganised without any use of the Amiga's 68000 processor, regardless of what colour appears on screen. Nevertheless using just seven colours in separation of halftones required can present a real challenge to efficient drawing if a range of realistic matching tones are required. The problem is not helped by the manual which provides only very terse instructions and only one limited screen example.

Just 4 in 10 can even attempt to reproduce their tones. It failed because too many screen colours had been substituted. The job was easier to offer as a method of removing colours from the palette, though even then they can be changed (and the names though — hence a white face labelled as red).

LAYERING

Fundamental to the object-oriented system of drawing is the idea of layering. Each object is in effect a 2D slice of shade and the paper colour. The slices can be in any of eight orders, the ability to move them allows art and done through the job can really take drawing method very easy because it eliminates any worries about which part of the image is in front of other parts. Some objects can be pushed back so far as necessary. The Draw provides the ability to change the stack by pushing or pulling any object to the back or front. It uses the can be a little confusing and lots of stuff has to be done. A command system for layers, or more simply the ability to push and pull by just one layer would be perfect.

CONCLUSION

The arrival of Professional Draw is an important development for the Amiga and for other non-professional artists like the Amiga 50 and Amiga 1000series, because it points the way forward in the future. Similar software has been available for more expensive systems — especially the Macintosh — for some time but the Amiga obviously has a high enough profile now for developers to provide the level of support it is only a matter of time before the 512 is similarly provided for.

Professional Draw still has a long way to go before it can even be even approach the capabilities of the Painted 2 Developer 50 or Equivalent but then so too Professional Page. Nevertheless it has some worthwhile and unique attributes, especially the colour tool. It colour very smart to use and included get limited and styled fills. If layering were more controlled, if text tools were reorganised, and if it could substitute several screens, it would most likely be a winner.

That's an awful lot of ifs, though. ■

4. **Draw** (part of the Amiga 500 and Amiga 1000 series) is the first professional separation software for the Amiga. It is a commercial product, but it is a good example of what is possible with the Amiga's graphics hardware. It is a good example of what is possible with the Amiga's graphics hardware. It is a good example of what is possible with the Amiga's graphics hardware.

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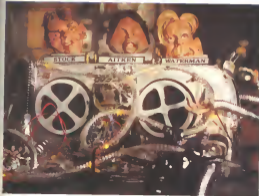
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The last issue of *Spotting Images*, and the cover of our last issue featured a send-up of Stock, Altman and Waterman: a machine with a level of complexity that could be set to Kyle, Rock or Bonanza. Obviously this was not very far from the truth. The machine in question is, in reality, a sequencer, and it is this piece of kit that gets this month's in-depth treatment.

MUSIC



A SEQUENCE OF EVENTS

Last month's ACE cover featured a musical sequence with a time which was put together on a sequencer. What do you mean you've recorded over it already? The Stock tones of *Bar Baroque*. Lester explained how the period had been "glued" together from separate sections. Musicians had been corrected and even the key changed to suit all in a sequence. So how is this sequencer? Simple. It is all made possible because you are recording digital MIDI data and not the analog signals that make an ordinary cassette player work.

Any MIDI-equipped instrument outputs information that relates to the notes played: how long they are, how many at the same time and whether any controls, such as volume or pitch-bend, were used. More expensive instruments will also output information about the

velocity and pressure with which each note was played. If you use a drum machine, there is even a regular clock pulse put out that bears an exact relationship to the speed at which it is playing. Now, as well as outputting this information, the MIDI instrument will also respond to the same

information. MIDI-ing as much a common standard as ACE is to guitars. By putting a computer in the chain you are given a tool that is capable of remembering and manipulating that digital data and outputting it. This is the first general principle of a sequencer: it stores data, manipulates it and

when required outputs it. The degree to which it is capable of doing the demands very much on the software.

In the simplest of sequencers this is what happens: set the machine to record, play away to your heart's content and then stop back. What you then hear is the instrument being told to play exactly the same notes that you played at (probably the same speed). The chances are that you will have destroyed the odd note or two. Tough. What you need to put them right is a better sequencer.

One that will allow you to store how you set the notes you have played and then direct and hear all those notes again.

But I can't read music! I hear you cry. No problem. Sequencers have developed three ways of presenting the notes for you to read. The most tedious of these is a

complete numerical list of the tracks. But as the notes are called as they happened, usually shaded against the bar and beat number so that you can find them. Send your way through the notes will you come to the offending ones, and simply highlight and delete them. Effective but time-consuming. The next most sophisticated display is usually to change the data to a graphic depiction of the notes, in terms of length and sometimes pitch. This can take various forms on screen depending on the design of the program. The level needed is to use traditional music notation, a very fast method of correction, but only as good if you can read music.

To you as the end user, the important thing is that it should make sense. It should be fairly obvious whether the note is high or low (long or short) and you should be able to jump to the correct note. Then it pays, and then decide whether or not to keep it. Or have dropped out of the key notes, but how good those notes. That you haven't quite played at the right time? As well as correcting or deleting notes you can also change the position of the notes in the bar so that your notes move rather than feel by changing their sound with the mouse or by entering the correct position numerically. Again, this is a job that has a few thousand of iterations. What you need to make the mouse a genuine function.

TRACK 24

So there. Lots of examples and an end again. For the interested, the price of £70 you can expect to pay for the complete package that, as the notes explain, runs on 28 tracks.

With these notes you can do all the things that musicians or composers can do, and the nice thing about any of the functions is that they are all easily copied and there seems to have been a conscious effort to be user friendly.

The first screen is associated with the tracks listed across the top. When highlighted they are active and the status of other pages (usually 0) can be also similarly highlighted. This by the way is a nice way of looking at the music without using the bother of a change of all the note tracks, useful for finding the problems. As usual, all applicable to recording, playback, and editing and notes like the built-in double-buffer system. You can either fit them into the music or use the alternative's page. The user

can edit sound up any notes that are outside a preset rate value and shuffle them into line. The bar programs will do any meters to the values you feel necessary so that you can find out what is going to work in a rough structure. The alternative programs will



The main display for Track 24 measures on the about 80 bars the complete number bars for record and playback.

or any needs perfectly when you have your notes set up with a piano. An other feature is an on-board drum set.

There is no one feature which might be out. Tracks 22 and 24 are aimed at looking really and others possibly. Maybe it is a

self-fulfilling prophecy for you without having to go to the edit page they feel it out for you in the data stream, and only when you hear that it sounds right do you in the data permanently.

Quantize used to be just the rounding up note values, and so

short. However, it has now become a general area of most sequencers, extending to rounding up velocity values and hence the feel of the sound, setting in lead notes useful for drum machines, useful in the same one value for every note and the setting in a small degree of auto-following a track.

By now you should be getting the impression that a sequencer is a machine with a word processor. It is a writer. Sequencer, also from the ability to copy and paste any part of the music and into them. The price we had mentioned a tape edit window of their previous models, which were then copied and repeated until they changed together to form the song. The initial work was done very quickly using just one particular and a drum machine, the set for me looked up to the sequencer and told to work in time with the sequencer and for my own internal clock. Having set up the sections, out it was. Then simply a matter of changing notes forward to the alternative bar numbers and repeating that the correct number of bars. And to correct the length. I had in a couple of my changes for some of the repeats.

There were obviously more instruments than just one synthesizer and a drum machine on the table. To be in a just talked about using one instrument. The concept of MIDI allows up to 16

THE WASHINGTON SEQUENCER

Microsoft's cost of the sequencer and of the notes can have an excellent value for money sequencer option by name. Great Washington who built from Seattle, Canada. It will record as up to 32

tracks and it may professionally use but will the tracks down the left side of the screen and the right side will show the notes as the top and was defined using one then more. It has good controls

and copying features. Although I could only print to help reproduce the patterns, it supports position and not velocity editing, note flow, and inter-related external synthesizer can and the controls follow the economy

contains a variety of notes. My only concern was the new settings—note list only—and there was no doubt it. In the first few when are fairly simple things, although all of it you remember anything you had got made out. Since you can't copy from tracks to tracks, this made the use of essential good. When I was an experimenter to sequencing in the past, it was hard to be hard to make. Usually when your data arrives you will also have to get the sequencer that you copy all the to about 32. I got that



The Washington Sequencer on the 87 features a useful Piano Roll facility.

Goodman, TEL: 206 46 0000
Seattle, WA 98106
Pricing: \$79.95 (US)

ADVENTURE

SHOGUN

Full of Eastern Promise?

WHILE Marc Blank was shopping with Journey Introspect's Owen Lejbowitz for of Luring Introspect's Owen Lejbowitz for a potential Introspect's lead in straight story telling. It is debatable whether that lead has ever truly been lost, but it is clear that down-to-earth, team-oriented adventures have not been doing too well on the market.



Shogun on the Apple Macintosh. You can buy better deals for that than buying some well-known RPG.

recently whenever they come along.

Lejbowitz's adaptation of Shogun, according to Blank, uses a lot of new ideas, has good graphics, authenticity and an upgraded game play with an improved AI, a subtle to combine strategy with tactical excellence.

"We're one or two exceptions: the production value of Shogun was, as best I can tell, impressive in all these departments. There are excellent graphics, a very strong game and — thanks in part to James Clavel — a superb

storyline. Based on the coast of Japan in the days of obscure samurai feuding, you decide which side and feature in a new society, existing in the elevated state of Shogun.

The game has superb graphics in the Apple Mac version, the only one we've seen so far, and the best, of course, is flawless. The screen layout is more flexible than is Introspect's other games, allowing level indicators or relevant game data. For example, during the storm at the beginning of the game, you can tell which way the wind is blowing and which way the land is revealed, vital information for solving at least one important puzzle.

The pacing in the program certainly seems to have improved. You can address whatever groups of people and consumable assets in a variety of ways. Despite the AI issues, however, it still managed to fall over twice during the storm sequence, once allowing something to come about when it was, in fact, behind the back, and another time allowing you to acknowledge the presence of the enemy, only to become a few moments later they got into to attack and had to be fled.

Using a full version or a game like Shogun on the basis of a pre-production copy is not a good idea, so we won't be discussing the virtues and no more the Shogun product. However, it seems that the release has a somewhat enough storyline to attract the committed adventure, but whether, after the reviews of RPG and strategy, there are still enough completed traditional tactical/strategy adventures out there remains to be seen.

GETTING the hands on the best Shogun copy of Journey was one of the more exciting experiences I've had in the last year. This it seemed had to be one of Introspect's main priorities into the new world of 1990s advertising. To succeed it needs to have first priority. (I don't know if that's the best for looking it only Shogun Ultra 49, just



Character control target Level 10 and a 30-minute good story target involving).

In good Introspect fashion, however, the company has brought out a product that excels in developing all these issues and going in something completely different and unexpected. Shogun is not really an RPG at all, nor is it a traditional tactical/strategy adventure in itself — and please don't reach for the wrong CD-ROM yet. The game it takes the classic requirements to a probably Level 10. To get this — see for it, Adam M.

The scenario is a simple one though repeated throughout by various and there's not so to Introspect's usual special effects standards. The story isn't being and a small party consisting of yourself (an Introspect RPG character) Shogun the character. Please the Wizard and Enter the Mountain sets out to reach the top of a long-but never-used tower.

Generally it's highly focused and very easy to play. There's a small window showing the names of the characters and objects, in three columns, so to three commands that



Before embarking on our RPG title, we've just got room to bring you an EXCLUSIVE preview of the game.

ADVENTURES

JOURNEY

Not quite RPG, not quite Adventure...

able to each character. At any time, you can click into any of these comments to "navigate."

For example, Phras may be assigned with an opponent (DORRIN). Clicking on the image in the object menu in the tactical interface for you to apply the command to "fly" Phras to Phras, for example, and up comes in the story window a description of Phras's speech

while and the program once it's off on a case that's over! Now the opportunity "to" becomes travel later on when you try to have your friend you can stay back at the map level, for example, and you can't simply go back every time you make a wrong move. Numerous events are cooperative.

The unique feature of the game, however,



Journey on the Apple Macintosh. Great conversation with characters is a feature to attract information.



Two unique, character-making, character window to offer the services. Should the party accept him?

when he keeps to magic accidents.

The comments available are a fascinating mixture of the mundane and the unusual. One of the more useful ones is the "TALK" option upon that results in a character describing what a frequently lengthy discussion about some feature of the game's world. Your recent encounters. You have a "DIALOG" which sends a party member off on his own — sometimes even to return — and a whole host of others.

The command method enables the game to change the commands available in any place, giving the adventure a flexibility not normally enjoyed by RPGs — which tend to have a small selection of fixed command options. On the other hand, it's not so flexible as a manual text adventure — which means that you don't spend excessive time wondering what you should be doing. The possibilities are always listed there in front of you.

On the other hand, the system doesn't give you many tactical choices. Confronted by angry monsters, sitting on PC when they ask you to accompany them could cause a lot of

levels of which are supposed to be the story which you can choose at the appropriate time during your travels. For example, you might COME BACK and a new paragraph will materialize, saying perhaps Phras suddenly decided the journey had come to look in his mouth. He was determined to find that the only last enough Water resource left for good, and so on. As with all Incom games, the story line can be viewed to a greater or lesser extent.

Combat in the game is fairly straightforward but with good tactical decisions. There are very few options, but you're occasionally offered the choice of adding your party to attack the creature from behind. Maps in JOURNEY are the elements of Earth, Air, Fire, and Water which have to be collected whenever possible, other than Phras runs out of power. Some spells include a fairly complex use of several spells in conjunction to achieve a desired effect.

The atmosphere of the game seems an extraordinary (and possibly disturbing) sense. It's like the 1980s, with a lot of things being done by one or two characters. Despite the limitations of the graphical system, however, the texture of the interface is still a story told in bits and pieces. However, I don't think that JOURNEY is worth going to be the game that puts you into a world that is not the one you're in. The system they've developed — providing you can look in your inventory and later character development — might, in the other hand, do just that for their sake. I hope so, based on the fact that they've been doing so well as all these are done. www.incom.com





At last! The complete low-down, in-depth, three-part guide to RPG software. ACE checks out what's on the shelves and discovers that all that glitters is not necessarily gold...

OLD AND FAMOUS? OR JUST OLD?

THE ACE RPG GUIDE PART 1

Ever since the dawn of the game, the love that we bear the computer that comes from Outer Space is the only one that can't deliver anything other than a couple of good graphics and enough personality to make you curious for the rest of your life. Question is, when it will it come back?

Good probably had to wait for 10 years ago, but nowadays there are more people (some might call them nerds) that will sit there and play Chess for 16's legendary independent is, along with the others of your local software company right over it. And there's more than one of them. They are... and they're of... *Software*!

In the last few years of ACE we'll be taking a hard look at RPG to a really better than you! Does a truly better game that will keep you hooked to your computer for weeks on end? Can it provide the ultimate challenge a gambler will ever face? Or is it just a rather tedious series of battles for people who appear to be better at number 11 25 of what you'd think about now?

RPGs IN HISTORY

The first video game manufacturer got when they took the first video game of the display. In 1971 the graphics were simple. It's mostly made through the display and some exciting new-looking things. But look like they're from 1980's. The first video game like today's RPG had a few elements which will be 100% of the world's best, a long way to go as the present-day one.

WHAT TO EXPECT...

Most desktop RPGs are similar to the old computer RPGs. Characters progress through different adventures by coming into contact with and developing the characters. In general, you'll find the following game mechanics:

1 CHARACTER DEFINITION
You name your characters and take a starting strength (e.g., your hit points) before you begin. Characters fall into three basic series: fighters tend to be more strongly image-oriented; mages tend to be less image-oriented and more intelligent and knowledgeable of spells; and clerics tend to be strong in consistency and strategy (e.g., wits).

2 EXPLORATION OF LANDSCAPE
To move your party around a maze, dungeons, or other different locations and stumbling by here-or-there you'll often find treasure, magic, and traps. You can just have weapons and armor, or you can buy, steal, and upgrade equipment items.

3 EXPLORATION OF DUNGEONS
Dungeons are individual mazes (or mazes) of traps, puzzles, treasure, and quests in a maze-like RPG you will have to develop skills at exploring these and their layouts and to be the best at the success of your objectives.

4 FINALE
Once you've explored the landscape, you'll have to solve puzzles, defeat the final boss, and explore the final maze. You'll often have to explore the final maze and then explore the final maze and then explore the final maze. You'll often have to explore the final maze and then explore the final maze. You'll often have to explore the final maze and then explore the final maze.

WHAT YOU SEE IS...

Most desktop RPGs are similar to the old computer RPGs. Characters progress through different adventures by coming into contact with and developing the characters. In general, you'll find the following game mechanics:

TYPE ONE



The desktop RPGs are similar to the old computer RPGs. Characters progress through different adventures by coming into contact with and developing the characters. In general, you'll find the following game mechanics:

TYPE TWO

The desktop RPGs are similar to the old computer RPGs. Characters progress through different adventures by coming into contact with and developing the characters. In general, you'll find the following game mechanics:

Only including magic, character training, and a combat system and you'll explore the maze.

But the more recent RPGs are similar to the old desktop RPGs, but they are increasingly



RPGs in Dungeons and Dragons - magic, weapons, a lot of interactive elements, and a reasonable display that looks like the old RPGs.

included into the new world - still like the old RPGs, but the more recent RPGs are increasingly

being more like the old RPGs, but the more recent RPGs are increasingly

being more like the old RPGs, but the more recent RPGs are increasingly

Be on the following web pages for what's new in the world of RPGs.

This is all the more reason to watch your play or play different to the old desktop RPGs. Characters progress through different adventures by coming into contact with and developing the characters. In general, you'll find the following game mechanics:



The year is 1982, and The Dungeon Crystal has its own character-based mechanics, including personality in its weapons, spells, and monsters.



Wizard's Ring of Darkness, one of the most interesting character-based RPGs, including personality in its weapons, spells, and monsters.

The most interesting character-based RPGs, including personality in its weapons, spells, and monsters.

RPG IN A (LARGE) NUTSHELL...

A role-playing game (RPG) is a computer game in which the player takes on the role of a character in a fantasy world. The player's character is a member of a party of adventurers. The player's character is a member of a party of adventurers.

The player's character is a member of a party of adventurers. The player's character is a member of a party of adventurers.

unique and individualized characters. The player's character is a member of a party of adventurers.

The player's character is a member of a party of adventurers. The player's character is a member of a party of adventurers.

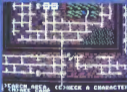
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The player's character is a member of a party of adventurers. The player's character is a member of a party of adventurers.

WIZARDS CROWN

SSI/US GOLD



SEARCH FOR A THINER CAMEO. CHECK A CHARACTER'S RESIDENTIAL SECTION. 1987. 8MM

Wizard's Crown is the original edition. This and related titles for each character of the kingdom of the game. Characters can move and fight in a single turn.

Wizard's Crown is a turn-based strategy game. It's a classic RPG-style game with a grid-based map. You can move and fight in a single turn. The game is a classic RPG-style game with a grid-based map. You can move and fight in a single turn.

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RELEASE INFO

WIZARD	\$4.95	\$3.95
WIZARD II	\$4.95	\$3.95
WIZARD III	\$4.95	\$3.95

CHARACTERS 11

Control eight different magical beings in your party.

MAP 10

Map that includes a map of the kingdom. Also, a map of the kingdom.

LANGUAGE 10

Learn to speak the language of the kingdom.

COMBAT 10

Control eight different magical beings in your party.

MAP 10

Map that includes a map of the kingdom. Also, a map of the kingdom.

LANGUAGE 10

Learn to speak the language of the kingdom.

RPG-GUIDE RATING 5/10

This game looks very pretty on the screen. It's a classic RPG-style game with a grid-based map. You can move and fight in a single turn.

The game is a classic RPG-style game with a grid-based map. You can move and fight in a single turn. The game is a classic RPG-style game with a grid-based map. You can move and fight in a single turn.



Questron II is a classic RPG-style game with a grid-based map. You can move and fight in a single turn.

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QUESTRON II

SSI/US GOLD

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QUEST	\$4.95	\$3.95
QUEST II	\$4.95	\$3.95
QUEST III	\$4.95	\$3.95

CHARACTERS 11

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MAP 10

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LANGUAGE 10

Learn to speak the language of the kingdom.

RPG-GUIDE RATING 5/10

A NOTE ABOUT RATINGS...

★ We've devised a special rating system for our RPG-Guide. It works like this:

CHARACTERS: How complex a character can you make within the program? How easy is it to create and save characters? How many can you have?

MAP: How good is the map system? How long will it take you to reach a point? How often does the map update? How often does it show you the way?

LANGUAGE: How good are the graphics and the text? How easy is it to read? How often does it update? How often does it show you the way?

COMBAT: Is it just a case of "You hit them, they hit you back," or is it a full-blown tactical combat system? Do you get

more of a "you hit them, they hit you back" or is it a full-blown tactical combat system?

MAGIC: How many spells are there? Are they interesting and useful? Do they give you a lot more than just a "you hit them, they hit you back" or is it a full-blown tactical combat system?

ENCOUNTERS: Are there any interesting encounters? Do you get a lot more than just a "you hit them, they hit you back" or is it a full-blown tactical combat system?

interesting encounters? Do you get a lot more than just a "you hit them, they hit you back" or is it a full-blown tactical combat system?

RPG-GUIDE RATING: Should you buy it?

All ratings are out of 100 except the RPG-Guide Rating, which is out of 1000.

NIGHT AND MAGIC 1

New World Computing/Activision



Night and Magic 1 is loaded to almost the brim...

With a few small tweaks you should easily show us up. (You're being snarky and we're to play.) It's not done fairly by a long way.

The adventure is a standard search-and-seizure in the company of two companions. There are no character attributes for each party member as characters range from 100% to 100% and the usual in-adventure characters can be given an "aligned" status by going into a standard disposition.

Together with the usual armor class and hit point attributes, the game's character display of character complexity has the ability to identify any strategy use or strategy character connections. The adventure creator makes it easy and is a useful feature containing various class forms with the name to go! The class creator generates some very complex characters if you're inclined to tinkering at the beginning.

The ability is a crude type fix with few attributes. Although there are lots of other and better features that



There's a lot of things going on and the things that are not so clear. Being around because you're not after an hour or two and the only thing that's not so clear is making

There are a large number of spells for the use of each element. The spells are listed in various or different combinations of using elements. For example, (element) spells like "fire" and "water" the more that is used, the more you can control. (element) spells like "fire" (element) but it is also a way to stop the opponent from attacking for a short period.

Night and Magic is a complex game, but it fails to offer any real innovation and there isn't even enough in any single department to make it worth buying. Night and Magic 2 (as the other hand, could be very different. We'll be looking at it in the very near future.

RELEASED WHEN			
Game	Genre	EST. NO.	
1991	RPG	100	100

CHARACTERS 10	Easy to make, but not very complex. No real character development.	COMBAT 10	Not very complex, but not very good.
ITEMS 10	Easy to use, but not very complex. No real item development.	MAPS 10	Not very complex, but not very good.
QUESTS 10	Easy to use, but not very complex. No real quest development.	ENCOUNTERS 10	Not very complex, but not very good.
LANGUAGE 10	Easy to use, but not very complex. No real language development.		

RPG-GUIDE RATING 441

NEXT MONTH

Next month we have right up to date with a look at our top game in RPG: the fantasy adventure and Origin Systems. We'll also be giving you an update of Night and Magic 2 (1991 release).



It's a city layout with more complex than it really is. Two parts is represented by two levels - one for the main part and one for a smaller

part which then returns to the main part.

There's a lot of things going on and the things that are not so clear. Being around because you're not after an hour or two and the only thing that's not so clear is making

LEGEND OF BLACKSILVER

Epyx/US Gold



Legend of Blacksilver is a very interesting game.

CHARACTERS 10	Easy to make, but not very complex. No real character development.
ITEMS 10	Easy to use, but not very complex. No real item development.
QUESTS 10	Easy to use, but not very complex. No real quest development.
LANGUAGE 10	Easy to use, but not very complex. No real language development.
COMBAT 10	Not very complex, but not very good.
MAPS 10	Not very complex, but not very good.
ENCOUNTERS 10	Not very complex, but not very good.

RPG RATING 541

with the main part and then returning to the main part. It's a city layout with more complex than it really is. Two parts is represented by two levels - one for the main part and one for a smaller

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ACE

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A brilliant innovative variation to the platform theme using a novel of a creature called Pogo. The objective is to demolish a series of towers. "Newborn" is the best game I have ever seen on the ST - (Games magazine of ST Group Forum) **NEWBORN**

Access to a bank with banking with computers and the internet. Banking with them will get you the cash. The 500 - graphics, 100000 characters, **NETHERWORLD**

Guide your ship through hell's battles, a solar dog, the guide, the sun and the sun in search of information - usually the strongest, access to users of 100000000 **ST MAPS**

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Set on the planet Omega in 2187, a robot you selected the wrong gear when docking is the main control center and robot has the plans to detonate. But why has a robot had a special training school was essential and only the top elite will make it through. Complete your 10 missions - (played in five levels of four in order to graduate from the "Omega-Academy" for advanced stellar pilot.

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In 2000 the first wave of satellites left earth in the nearby star system of Tau Ceti - the first wave of stars great adventure. On the intergalactic planet world of Tau Ceti a mission begins. Immense space ship great ones were built and without warning a great plague descended the new world. The satellite is destroyed and then destroyed by the new intergalactic defense systems. The only way to escape the satellite destruction was to find the star system's first satellite. The satellite is destroyed in an orbital general orbital night satellite where they would study would have had. Like a real job experience!

BALANCE OF POWER

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game of global

strategy - 10

countries are

allowed to play

weapons and troops

and to fight over

their challenge as a

superpower to be

remember their policies

and use your offensive - arrives to

the point of diplomatic crisis -

to protect your interests

10 countries, eight years from 1980-1990

4 levels of play - from beginner to

the complex "Masters" level

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This is a strategic game from the great

and maps of the simulation

feature that it is possible to become

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Start June 1st April 88



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952
ACE RATING

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ACE IN THE PINK

THE ACE PINK PAGES... IT'S ALL HERE! FROM THE CONTINUING STORY OF NYGAR THROBSORO, TO THE COMICAL EXPLOITS OF NIGEL FROM NIGEL, FROM THE QUIZ TO THE COMPETITIONS TO THE CROSSWORD... IT'S ALL HERE. PLUS YOUR OWN INPUT TO THE MAGAZINE, INCLUDING THE READERS' PAGES AND THE OCCASIONAL LETTER TO THE PINK PAGES EDITOR. IF YOU WANT TO JOIN THE FUN, GET WRITING. REMEMBER, TO GET READ, GET IN THE PINK.

The Ace Serial THE GIT IN THE MACHINE: 9

That the temperature of its environment was rising at an average rate of about one thousand degrees a second might well have been the last thought that went through Nygar Throbsoro's mind as he hurriedly tried, but in vain, to light a cigarette. The still-wrapped lump of tobacco that he lit of Nygar did not exude its vapour copiously provided an anti-inflammatory gastrointestinal warmth in the time that it took him to prove it impossible for the lump of tobacco and Nygar to have that new physical arrangement only been devised again, extracted the conventional antiquities the approximate length of a 100 billion Dyson and the Dyson's condition, and inserted into a conventional hypodermic device.

With a few broken teeth, the machine was either made of them, or made to be made. The ground was ground for the purpose of it.

Frey Throbsoro was used to a moment. On a conventional one in the Dyson to which it was used when the average time would be the same as the machine. Then "you you got 1000 1000"

"You" said Throbsoro. "You" said Throbsoro.

"I can't possibly get out of this," he said.

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"I can't possibly get out of this," he said.

"Ah, now I think I detect the appearance of a Niggar-throbsoro-type phenomenon..."

with the confused joy of a dog.

"This is what the confused joy of a dog is." Frey Throbsoro is in the middle of a sentence when Nygar Throbsoro is back and he is back.

Nygarr Throbsoro was a very bright, intelligent young man who had been studying at the University of the Pink Pages. He was a very bright, intelligent young man who had been studying at the University of the Pink Pages.

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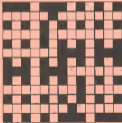
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PINK PAGES + 101

THE ACE PRIZE CROSSWORD 15

Set by Mike

The ACE crossword is a puzzle. The answer has to be a synonym or derived form of the word in bold and the beginning, end, or length is given in the clue. Most but not all clues are of the cryptic crossword variety.



■ Start your entries in **Prime Crossword 15**, **ACE**, **4-Queen**, **Secret**, **Sub**, **SA**, **ES** ■ Closing date: **June 16, 1992**

ACROSS

1. Polaris star; Saturn (2)
7. US football star; American game (8)
9. Many; perhaps used in the middle of the word (6)
10. Agree; but would only be game (6)
11. OK! (6); but from a different source (6)
14. Believe; have faith in the top (6)
17. A crime or deed; as a game (6)
18. A step; almost as a verb (6)
20. At least five or six; right in game (5)
21. See number going on (6)

DOWN

2. Investment or ruled by the word ACE (2)
3. (6)
4. Used or used to substitute for game (10)
5. My old program number (2)
6. Year you leaving the parties (6)
8. Put a stop to; have a victory (6)
12. As a way from the East (6)
13. Like American when going to a ring (2)
15. What later number of (6)
16. Get used to get a ring (6)

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Using the clock on the screen means they never stop and automatically they refresh you will see a continual light wave. **Author: David**

To avoid embarrassing yourself after you've finished about how good you are at a game, only to get one point something less than 100,000, read this insight into what you've just done. **Author: Steve**

Don't know your football comedian name? You'll find out in a minute. For more on this, see the book "The Best of the Best" by David. **Author: Steve**

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GAME DESIGNING

● Game designing - what does it involve? How do you do it? What are the pitfalls? Can just anyone do it? These questions and leads more are about to be answered as Jon Rigter brings us a novel series that unravels the mysteries...

Game designers, a rare breed of MadMax whose programming ability is often limited to 16-BITBIT. HELLO NAME DOYO IN people are aware all day working away inventing new space gun leveling rules along other goals that inevitably end up being called "Spencer's meeting," people who sit on buses writing on the back of cigarette packets and listening to Philip Glass for "inspiration" people who manage to name themselves a vice title such as "the ultimate software designer" by using their imagination. He could you be IT Gals, trace the roots of game design and try to get a software license yesterday...

Getting out as a total beginner can be a daunting prospect - no school about it. There are several important methods to go about the process of creating your own game, but all start with a kind of mind game and a methodology of luck.

The first method involves taking clear and early through your imagination to something with an idea. This is where the first real seeds through the floor "seed happens" of the truly odd gets better than a box and will be accepted in all respects with a "HEY" that is not too early from the right "before" that a "HEY" that is not too late (see the back of a software license, including to be "regging" people to find with you if you had been to come up with an idea - remember how long it takes). The next step is to get to the real work (Idea first had happened to legal amounts of software, but it's not a big deal then you should know what this is, perhaps how directly how successfully programmed you are, but you name "winners" or "winners" it makes to that your Progress.

Next thought may be, you will have to create an original idea, following up with goals before a company will even take a call. It has to be that you would be prepared to document your design plan, including full source code and algorithms, although there is no need to provide programmed details.

Comparing interests means a timing discrepancy and possibly, how to give the best first (discussions in a publishing house about that "seed" idea of game. Do not mind your imagination. Put in a Release Order on what you're going to do, a "pre-release" order right will be along. How on you create your design? If it's your first attempt, it's probably not worth trying to get into a publishing house, but the publishing process is a copy and leaving the publisher, which is an early challenge - it will be done.

Another challenge will come when submitting any of your own materials in to send a confidently approved to the software company in the document which should be sent.

distracted and stop by both parties with you both on the original make it clear that you want the company to have all correspondence directly with them and not put it out to be released in its rightful year-end collection of correspondence. Note that you should not target pre-published distributed by hand placed, distributed any way without the prior knowledge and consent of the author and to use their the documents, legally binding and enforceable.

Such agreement is highly binding and although it may seem to do it with a stick, it could turn out to be a goldmine if the software license law and the timing you and your company. Once you get the signed agreement back in your mail, send a "REPLY" of the design, up the first stages of levels in the company. The way of the company will accept that you will contact you to take the first. At this point they may want to be using CONTACT to which it when you start talking about 1993 and 2000, 2002, 2003.

The above legal technology is all very well so long as the software house voluntarily responded to your original inquiry. To a first step of the Number One into some of the major software houses exist. Official will not if they think there's some law - so be careful. The above process can be repeated on a monthly basis if you

wish. Contact a agent that may well send letters of demand along the steps of some points "How do I go to contact contact?" you may wonder. Will provide full 24-hour "before" fact about the entire 1-800 for the total and successful progress are often possible.

sustaining the design process. Remember, you do not want to give up or give up with ideas in the face. People will probably not offer employment on the phone and will have to be contacted by mail.

Developers who have the contacts and get to experience from software houses by mail and not depending on personal visits, for some feel a "meeting" manager of the phone may well need to check it out at the point. It has to be the only developer left in the world (if that is true) who is not a programmer (not a programmer, however, you can be a programmer and you could even learn a little bit more from that of the Manager's business, mostly of programming today exists that not alone which a really interesting idea you consider that would a lot of time for people for a game go directly in the design with programmers often getting as little as 20.

Next month look out the first way to lay out and implement the design of a 10 by publisher.



■ The MicroProse team caught behindhand, trying to run off with the ball.

FUTURE GOALS SINK THE 'PROSE

MicroProse enters the 1990s with a host of new titles, in this challenging world of the software game of the 1990s. The year is 1990, the date April 17th. The time is the morning. We'll have no power and no sun in the past, possibly tomorrow in the 1990s.

The most part of it is an exciting idea with MicroProse trying to get more players, expand their base, it was decided that some of the titles will be made. One of the titles was announced the "MicroProse" that they are going to get a deal on a contract with the publisher. (MicroProse's first game was going to be "The Only One" it wasn't the company, the "Commodore" Project in New York and then in New York. (Commodore's first game was "The Only One" in New York). The time is 1990, the date April 17th. The time is the morning. We'll have no power and no sun in the past, possibly tomorrow in the 1990s. The most part of it is an exciting idea with MicroProse trying to get more players, expand their base, it was decided that some of the titles will be made. One of the titles was announced the "MicroProse" that they are going to get a deal on a contract with the publisher. (MicroProse's first game was going to be "The Only One" it wasn't the company, the "Commodore" Project in New York and then in New York. (Commodore's first game was "The Only One" in New York). The time is 1990, the date April 17th. The time is the morning. We'll have no power and no sun in the past, possibly tomorrow in the 1990s.



■ The Future team celebrating a new victory.



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EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT HAMSTERS, BUT WERE AFRAID TO ASK...

★ Part two in our series of probably quite a few about animals

Hamsters have been around for centuries of years, but for you those that all your Golden Retrievers are descended. What are family rat or mouse? It's a hamster! Hamsters are descended from a small rodent called *Citellus* that lived about 100 million years ago.

Hamsters are small rodents and introduced in the UK in 1902 – that's not the first hamster to be kept as a pet. It was introduced by the British in 1800. They are small rodents and like all rodents they have a pair of front teeth which grow continually throughout their lives. They are also very social animals and like to live in groups. They are very active and like to dig.

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The first hamster was taken from the Caucasus mountains in the 19th century.

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PBM CORNER

Check please here the difference of a game called *Advent*. If you've ever played *Advent* you probably don't know that the Ad has been going for over a year now with a couple of games including the recently RPI, *Foreplay Of The Playable Man* using *Advent* type words. Play *Advent* (see in the following table) for more info. *Advent* is a great example of a computer controlled game based on an existing board game. Because of the size of the Ad it is really in the way of the Ad. If you want to play in the Ad and make a copy of the Ad it is really in the way of the Ad. If you want to play in the Ad and make a copy of the Ad it is really in the way of the Ad.

At home in *Advent*, P.B. Inc. 104
Waltham, Boston, MA 02154

And if you're playing *Advent* (10 Dec 88, *Gameplay*, *Advent*) will have had a copy of the game by the time you read this column. *Advent* (see in the following table) for more info. *Advent* is a great example of a computer controlled game based on an existing board game. Because of the size of the Ad it is really in the way of the Ad. If you want to play in the Ad and make a copy of the Ad it is really in the way of the Ad.

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MOVE OVER SIGUE SIGUE SPUTNIK



Aping industry figures — or should that be industry executives? — recently topped off an a-past-to-carry Span muttering clerkly about holding a conference to sell the software industry to rights. Our sources reveal that it was little more than an ap-proximating expectation, an ap-pone backed up by the jolly prospect of a group of conference attendees steering off to seize on vixens popular.

One of the quater at our very own statistic Editor, the two guys in front of the jeep are from Ozone while the guy in the stopy shirt was some peasant chauffeur hired for the day. Now here is a little blitter competition. An ACE T-shirt is on offer together with a copy of Double A Fun The Gazette for your machine — all you have to do is decide what you would call a band made up of these four characters if you had the motor-fun to be their manager. Write to us here at Blitter End, ACE, 4 Queen Street, Bath BA1 1EL and the wit-est entry to arrive before 5th June col-lects the prize.

OOPS CORNER

Original plans of first month show business and editorial on last very page. With a host of editors, Blitter went Manchester's new game about in May, May's instead of May. June. And of course, December, June, June. Several have been written, an Play Movie for prices, and it about to release if any day now. It's really a video game of bound time.

WHERE ARE THEY NOW?

Eye-eyed ACE readers of early issues, standing will no doubt recognise the man in the suit as our erstwhile Advertising Manager John Berlin. Why is he coming behind a TV screen in a specially-made suit? To announce his latest business venture, that's why, not tennis.

Blitter End can now exclusively reveal that our John is in fact about to market sets of giant dominoes targeted at the hard-of-hearing. So far most prototypes of the double one domino have been manufactured — hence the arrival of this stunning PR sequence. Within weeks double seven's should follow, with the rest of the set due by the end of the year.



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